

Science Fiction Roleplaying Game

accessory

TM

rich redman & jd wiker

ALTERNITY[®]
Science Fiction Roleplaying Game

DARK•MATTER™

Designers:

Rich Redman and JD Wiker

Editors:

Andy Collins and Duane Maxwell

Cover Artist: Ashley Wood

Interior Artists:

Arnie Swekel & Ashley Wood

Cartographer: Rob Lazzaretti

Typesetter: Angelika Lokotz

Graphic Designers:

Matt Adelsperger & Sherry Floyd

Creative Director: Richard Baker

Art Director: Dawn Murin

ALTERNITY Logo: Dawn Murin

DARK•MATTER Logo:

Dawn Murin and Nathan Tucker

Based on the ALTERNITY rules created by
Bill Slavicsek and Richard Baker

ALTERNITY and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. DARK•MATTER is a trademark owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. Distributed in the United States to the book trade by St. Martin's Press. Distributed in Canada to the book trade by Fenn Ltd. Distributed to the toy, hobby, and comic trade in the United States and Canada by regional distributors. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

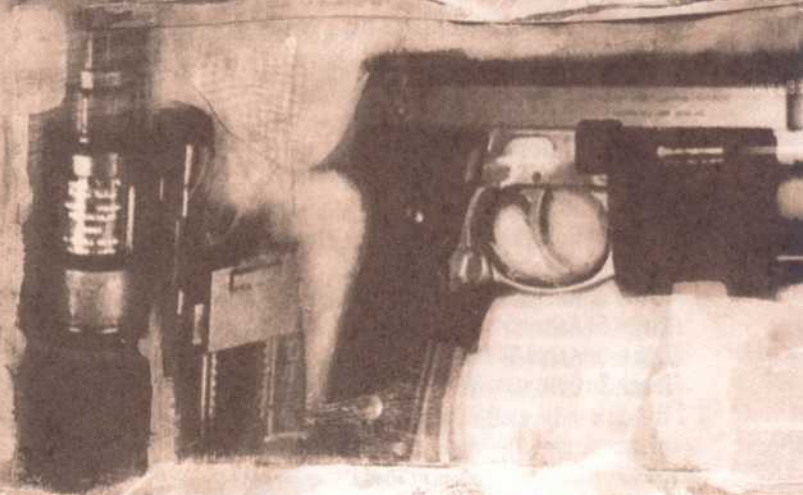
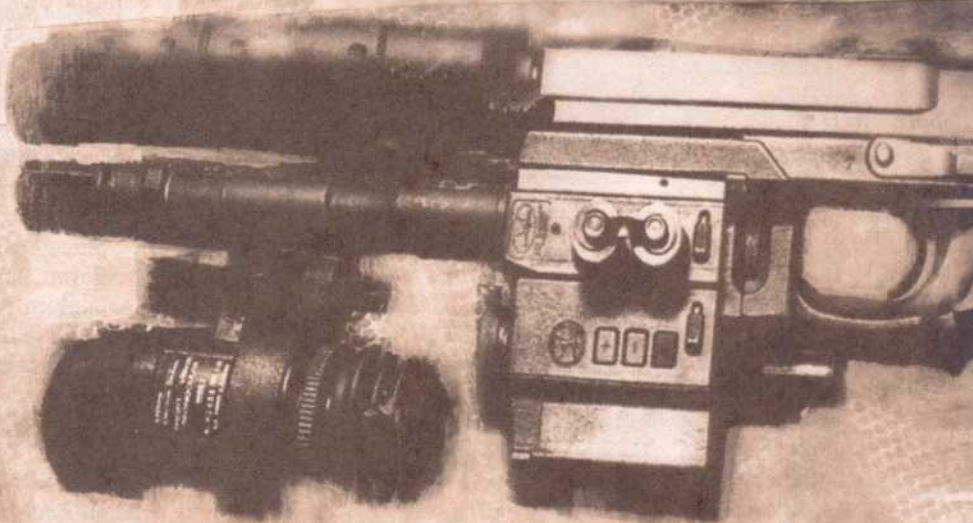
This product is a work of fiction.

Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved.
Made in the U.S.A.

ARMS & EQUIPMENT GUIDE

by Rich Redman and JD Wiker



U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+ 32-70-23-32-77

Visit our website at www.wizards.com

Contents

Introduction	3
Hoffmann Institute Equipment Policies	4
Legal Concerns	4
Going Outside the Institute	6
Clothing & Accessories	7
Survival Gear	10
Professional Equipment	12
Kits	12
Miscellaneous Tools	15
Remotes	17
Medical Gear	19
Emergency Gear	19
Medical Services	20
Communications & Security	24
Surveillance	27
Night-Vision Goggles	27
Video	27
Audio	29
Transmitters	30
Recorders	31
Detectors	31
Accessories	32
Information Warfare	33
Information Warfare Terms	33
Computers	33
Cryptography Machines	36
Dirty Tricks	36
Transportation	37
Land Craft	37
Water Craft	40
Aircraft	41
Vehicle Accessories	43
Trained Animals	47
Paramilitary Equipment	48

Weapons	50
Revolvers	50
Semi-Automatic Handguns	51
Machine Pistols	55
Submachine Guns	56
Assault Rifles	58
Shotguns	59
Hunting Rifles	61
Sniper Rifles	61
Machine Guns	64
Grenade Launchers	65
Grenades	65
Oddities	68
Nonlethal Weapons	69
Melee Weapons	71
Firearm Accessories	73
Guidance Systems	75
Ammunition	77
Explosives	78
Team Outfitting	79
Land Warrior 2000	79
Forced Entry Team	80
Sniper Team	80
Covert Observation Team	80
Capture Team	81
Assault Team	81
Information Warfare Team	82
Medical Response Team	82
Paranormalia [CLASSIFIED]	83
Magical Objects	83
Tomes of Lore	84
Alien Equipment [CLASSIFIED]	87
Alien Implants	87
Portal Resonator	87
Grey Fuel	88
Alien Weapons	89
Red Mercury	90
Appendix: Preferred Weapons of the Enemy . . .	91

Tables

TABLE 1: REQUISITION SITUATION MODIFIERS	5
TABLE 2: CONCEALMENT SITUATION MODIFIERS	7
TABLE 3: VEHICLES	43
TABLE 4: MILITARY WEAPONS IN USE IN 2002	66
TABLE 5: AMMUNITION AVAILABILITY AND COST	77
TABLE 6: ALIEN WEAPONS	90
TABLE 7: COMPILED WEAPONS	94-96

Guide to Sidebars

A Note on Game Information	3
Acronyms	5
Availability Codes	6
Hoffmann Cellnet	24
Analyzing Data	27
Limits of Digital Imaging	28
Lenses & Lighting	29
Acquiring Illegal Programs	34
Sailing	40
Optional Rule: Barrel Length and Concealability . .	51
9mm Ammunition	53
Revolvers vs. Semi-Automatic Pistols	54

Introduction

This was the first memo I wrote for the Hoffmann Institute, back when all I had was a Smith-Corona typewriter and a bad attitude. Since that time, much has changed at the Hoffmann Institute, and in the Outfitting Office of Facilities & Accounts. For example, I now write all of my memos on a computer—with a spell-checker.



July 17, 1975

From: Charles Campbell, Outfitter
To: All New Staff
RE: Hoffmann Institute Equipment Allotment

It is my duty to outfit you with all the equipment you will ever need, and to make sure that you understand all the pursuant rules and regulations.

First, YOU are responsible for your keeping your equipment clean and in good working order. This is not a maid service.

Second, if you requisition equipment or are assigned equipment, YOU are responsible for returning it in good working order. If you can't do that, you can apologize in one of my hands and fill out some forms in the other, and see which carries the most weight with me.

Third, YOU are liable for any mis-use of your equipment. Negligence on your part will be duly reported by me to your superior(s.)

Last, if you suffer any injury as a result of mis-use of your equipment, YOU are responsible. I have personally tested all of the equipment I have ever issued, and I still ~~have~~ have all of MY fingers and toes.

Now that you are fully conversant with Hoffmann policies, please find enclosed in this package the following items:

- 1 (one) Smith & Wesson .38 caliber revolver pistol
- 6 (six) rds. .38 caliber ammunition
- 1 (one) lined notepad
- 1 (one) No. 2 yellow pencil

If you need any more equipment, you must get your supervisor's signed authorization before I will give you anything.

Good luck.

www.hoffmanninstitute.org

New York • Chicago • Flagstaff • Washington, D.C. • Barcelona • Cairo • Edo • Jakarta



Since I joined the Institute, I've seen a great deal of new equipment come and go—some good, some bad. Every so often, I'm asked to evaluate the effectiveness of our gear in terms of how well it meets the needs of the Institute and its operatives. As Dr. Nakami once explained it to me, this is my chance to make sure you all have exactly what you need to complete your assignments—instead of what you just happen to like, or really badly want. (Remember, kids: This ain't no candy store.)

What that means to you is that the following report is *my* take on what's on the market today that will help you accomplish your assignments, and live long enough to file your report. I can't speak to how the CIA or the AFT, or the Freemasons, or the Hidden Order of St. Gregory uses this stuff. I only know how well it works for us. And even then, there's stuff I never touch—if you want ancient relics or dusty books, you'll have talk to somebody over in the Archives.

Since I wrote that memo back in '75, I've also loosened up quite a bit. So now I listen to the feedback I get from operatives who have actually used all this stuff in the field. I know what works, what doesn't, and what fails miserably. If you tell me something about your assignment, I can tell you what

you need—and chances are, I'll already have it all in a suitcase, ready to go.

Most of you will only meet me once—when I hand you your orientation gear. But if you ever want updated gear—or a lesson in how to get more out of your old gear—drop by. We're always open.

A Note on Game Information

In most places in this book, information specific to the game mechanics of a device will be set off in *italics* or in a separate sidebar.

Hoffmann Institute Equipment Policies

Standard equipment has changed a bit since 1975: Now you get a 9mm and an ID card. The Institute will also set you up with a cell phone, and a car, should you need one badly enough.

Sometimes, though, the Institute will supply you with specially issued equipment—anything from evidence kits to anti-Sandman EMP guns. Believe it or not, we expect you to bring everything back—and still in good working order. That will never change.

Since so many operatives work from their homes these days, we realize that there is some equipment you might need for both work and nonwork activities: computers, cars, modems, and so on. Fortunately, the Hoffmann Institute is prepared to subsidize up to 75% of the cost for you. Just fill out the appropriate forms.

Players wishing to outfit their heroes at the Institute's expense should attempt an Interaction-charm skill check (the agent is attempting to persuade rather than bargain). On an Amazing success, the Institute pays 75% of the item's price. On a Good success, the Institute pays 50% of the item's price. On an Ordinary success, the Institute pays 25% of the item's price. On a Failure, the Institute refuses to subsidize the cost, and on a Critical Failure, the Institute orders an audit on the hero's expenses (which, at the Gamemaster's discretion, could be an ugly, painful experience for the hero).

The Institute is also prepared to admit that some of you have a better idea of what equipment you need for an assignment than we do. In those cases, you can requisition nearly anything (see "The Hoffmann Institute Requisition Policy," below), and if we don't have it in stock, we'll order it and get it to you within a day or two. But if you find yourself requisitioning the same things over and over, we'll make you buy it—though again, the Institute will subsidize the cost.

Lastly, despite all the forms, we're not just paper-pushers here. If your shiny new SUV needs—and I do mean *needs*—ejection seats, we can do the work for you. We can do just about any modifications you can dream up—and justify. But the more complicated, the longer it will be before you get it back.

Hoffmann Institute Standard Issue

Most agencies issue a firearm and a standard holster, along with identification of some kind—often a badge.

The Hoffmann Institute provides new agents with a Heckler & Koch 9mm semi-automatic pistol, one full clip worth of caseless ammunition (15 rounds), and a Hoffmann Institute ID card (which is just that; it's not a badge, by any means).

Agents are also encouraged to sign up for Hoffmann Cellnet, a cellular telephone plan that provides the agent with a cell phone/pager combination, with "two-way radio" capability. (See "Communication & Security" for more information.)

Finally, every team of agents may requisition an appropriate vehicle from the Hoffmann Institute motor pool. In most cases, this will be a mini-van or an SUV, but the Institute is aware of special needs, and may agree to just about any reasonable request for transportation.

Legal Concerns

Make no mistake: Just about everything here is illegal somewhere on this planet. While the Institute employs a top-notch legal firm to keep us all out of federal prison, you are *encouraged* not to make their job any more difficult than it already is.

Start by learning subtlety. Don't draw attention to your equipment if at all possible. Anyone who sees your gear can make a reasonable guess as to your activities, and if they can figure that out, they can probably figure out who your employer is. We have a wide variety of gear designed for concealment, and we'll happily show you how to use it.

The next watchword is restraint, especially with all that nasty ordinance so many of you are so keen to carry everywhere. If you don't use it, nobody will notice and come to investigate.

Finally, exercise discretion. Run if you can, fight if you must. While the Institute can clean up a lot of messes after the fact, the best way to avoid incident reports is to avoid incidents. So if you're dying to try out some new toy, come back here to the firing range and get it out of your system before you go out in the field with it.

One more thing: We may be protecting the entire world from the ravages of hostile alien intelligences, but we don't have to treat them like dummies. The surest way to forfeit the benefit of doubt from the law is to cop an attitude with them. Just play along, keep your mouth shut, and make sure your first phone call is to Marshall, Wickham, and Vanderdossen—our legal guys.

The Hoffmann Institute Requisition Policy

This process is really easy—and almost always screwed up. If you need equipment for a mission, simply fill out a simple form, get your supervisor's chop on it, and forward it to me. There's even a basket on my desk where you can drop it off. If you get the req in before 3 PM, I should be able to get what you need to you that day, even within a few hours. It's when people ignore this procedure that things get bottlenecked for everyone. Heck, this even works for those of you in other Hoffmann facilities, although if they don't have the equipment in their facility, they'll

Acronyms

From APC to VHF, this book is full of acronyms. While we endeavor to define each one at its first appearance, the list below may also prove helpful in your understanding of the text. Note that organizational acronyms (such as FEMA or CXS) are detailed in the *DARK•MATTER* campaign setting.

A.L.I.C.E.	All-purpose Lightweight Individual Carrying Equipment
AP	Armor Piercing (ammunition)
APC	Armored Personnel Carrier
COMINT	Communications Intelligence
CS gas	tear gas
DIY	Do-It-Yourself
ECM	Electronic Counter-Measures
ELINT	Electronic Intelligence
EMP	Electromagnetic Pulse
GPS	Global Positioning System
HE	High Explosive (ammunition)
HEAP	High Explosive Armor Piercing (ammunition)
HERF	High Energy Radio Frequency
HF	High Frequency
HUD	Heads-Up Display
HUMINT	Human Intelligence
IGS	Inertial Guidance System
IR	Infrared
LCD	Liquid Crystal Display
LME	Liquid Metal Embrittlement
MOLLE	Modular Lightweight Load-Carrying Equipment
MRE	Meal: Ready to Eat
PHOTINT	Photographic Intelligence
SIGINT	Signal Intelligence
SWAT	Special Weapons And Tactics
SUV	Sport Utility Vehicle
VHF	Very High Frequency
WP	White Phosphorus (ammunition)

have to send to us; we'll send it through usual courier means in most cases.

The only exception to this policy is those agents currently in the field. They can either have their boss do a quick form, which we put on a priority-fill, or the agent can call directly to my office. In the latter case, I'll get the supervisor's okay and fill the order. It will get to the agents by fast courier if necessary. Remember, it's a lot cheaper for us to send it through our usual courier service, so if it isn't critical, don't ask for immediate delivery.

When heroes working for the Hoffmann Institute—or any bureaucratic organization—need more equipment than they have on hand, they may try to requisition it from their agency. Their employers then evaluate whether or not the operative really needs the item or items, how soon they can supply it, and whether or not they can reasonably expect to get it back when the agent is done with it.

The result is determined by a single Administration-bureaucracy

skill check, modified by the assignment of the hero, the expense and availability of the equipment, and the past performance of the hero with equipment. Each of these are outlined in the table below:

TABLE 1: REQUISITION SITUATION MODIFIERS

Situation	Modifier
Item has obvious application for assignment	-2
Item has peripheral application for assignment	-1
Item has no obvious application for assignment	+1
Item's availability code:	
Any	-2
Common	-1
Controlled	+1
Military	+2
Restricted	+4
Item's price:	
> 10,000×(Hero's level + years of service)	+3
> 5000×(Hero's level + years of service)	+2
< 1000×(Hero's level + years of service)	-1
< 500×(Hero's level + years of service)	-2
Hero is skilled in use of item	-1
Hero has been diligent in returning gear	-1
Hero has been lax in returning gear	+1
Hero has contact in Facilities & Accounts	-1

The result of the Administration-bureaucracy skill check determines how quickly the appropriate department can provide the hero with the requested equipment. The Gamemaster should make this roll in secret. The effects of the results are explained below.

On an Amazing success, the organization can provide the requested item within minutes. ("You're in luck! We just put away a shipment of those. I'll be right back.")

On a Good success, the organization can produce the requested item within d6 hours. ("I'm expecting a shipment of those right now. Come back this afternoon.")

On an Ordinary success, the organization doesn't have the item in stock, and will have to order it. But they promise to have it in time for the hero's stated need for it—assuming the hero has given them at least 24 hours notice. ("I'll have to order one for you. It'll be waiting for you when you get off the plane in Costa Rica.")

On a Failure, the organization again promises to have the item in time—but fails to deliver. ("I'm sorry, but next time, try to give us a little more notice.") The hero can try another Administration-bureaucracy check to see if a new round of paperwork will have any better luck.

On a Critical Failure, any past slip-ups by the hero in requisitioning or returning equipment catches up to him. Perhaps it's a lost form, or a previous short-cut, or a back-room deal that comes back to haunt the hero, but whatever the reason, the effect is that the hero is delayed for d4 hours filling out new forms or making excuses to his supervisors. Should the hero ignore this obligation, the Gamemaster should ensure that a suitable punishment ensues—anything from a reprimand to demotion might be appropriate, depending on the situation.

Going Outside the Institute

Every so often, a Hoffmann Institute operative decides that the requisition process is too time consuming, and that it generates too much paperwork. For those with the right contacts, this means a visit to the black market. But since such endeavors are so risky, heroes should only use this route to procure items of Controlled, Military, or Restricted availability.

If a hero already has a contact defined as a dealer in "hard-to-find" items—such as weapons, explosives, computer viruses, and so on—or if he can succeed at a Street Smart—criminal elements skill check, he can find someone willing to bargain. The person in question may or may not actually have the item being sought, and may not even be the hero's contact. He may be "a guy who knows another guy," and he can "get it for you, once he's checked you out."

The Street Smart—criminal elements skill check determines the reliability of the dealer. On a Good success, or if the hero reached the dealer via a contact, the dealer is trustworthy enough to apply a -1 step bonus to Interaction checks with him. On an Amazing success, this bonus is -2 steps. On a Failure, the hero can't find anyone dealing the item in question. And on a Critical Failure, the hero suddenly finds himself in the middle of a sting operation being carried out by local law enforcement—and he's being read his rights (assuming the local laws allow him any).

Once a contact has been made, however, the negotiating begins. The hero must make an Interaction—bargain skill check, modified by any bonuses given above, and by the Interaction situation modifiers listed in Chapter 4: Skills in the Player's Handbook. In addition, the availability of the item affects the bargain:

Item Availability	Modifier
Any	-1
Common	0
Controlled	+1
Military	+2
Restricted	+4

On an Ordinary success, the item can be procured within d4 days, at the usual price. On a Good success, the item can be procured within d4+2 days at 75% of the usual price, or in d4 days at the usual price. On an Amazing success, the item can be procured within d4+4 days at 50% of the usual price, d4+2 days at 75% of the usual price, or d4 days at the usual price. The dealer will arrange to get the item to the buyer wherever the buyer likes, within reason.

On a Failure, the dealer decides he isn't interested in the deal at all, and backs out of the negotiations. The hero must start over with a new source. On a Critical Failure, however, the negotiations break down completely, and the hero must make use of some other skill—possibly a combat skill—merely to get out intact. (If the Gamemaster does not wish to play out such a violent confrontation, he can merely assume that the negotiating hero—and any companions—have suffered d4 points of wound damage, but have managed to escape. This damage is reduced to d4 points of stun damage if the hero was wearing body armor at the meeting.)

Availability Codes

The rules for item availability are in *Chapter 11: Weapons & Armor* in the *Player's Handbook*. For convenience, they are reproduced here.

The availability of items is expressed—from most accessible to least—as *Any*, *Common* (Com), *Controlled* (Con), *Military* (Mil), and *Restricted* (Res).

Any refers to equipment that is available to everyone without the need of special permission or regulations.

Common items are available to anyone with the money, and sometimes an easy-to-obtain license. If for some reason the hero wishes to obtain such an item without the requisite paperwork, the cost is doubled.

Controlled items are available to law enforcement organizations, criminals, and private citizens with special, hard-to-get licenses. Without legal access to such items, the cost is tripled—but law enforcement is not kindly disposed to those who own or operate such equipment without the appropriate licenses.

Military equipment is available to military, obviously, but also to the special weapons and tactics teams of some police and security forces. A few criminal organizations can procure them as well, as can a handful of private citizens. But very few people have ready access to these items. Everyone else pays five times the cost of the item.

Restricted items are equipment or weapons of amazing power—usually available only to elite military units, secret government agencies, and beings not of this world. If such an item were ever to find its way onto the market, it would easily sell for 10 or 20 times the listed price—if the Gamemaster allows it at all.

Obviously, going to the black market for equipment is only advisable if the hero has an extremely high rank in Interaction—*bargain*, or if he is very, very desperate. Remember that for items acquired without the proper clearance and licenses, the "usual price" is multiplied by as much as 10 or 20 times over the listed price.

Clothing & Accessories

Everybody knows where to get all the basics—pants, shirts, dresses, blouses, shoes, and undergarments—and the details of cost and such are listed elsewhere (*Chapter 9: Goods & Services* in the *Player's Handbook*).

But such garments are not designed for surveilling the Rosicrucians or infiltrating kinori nests. The following items are all those that the Hoffmann Institute—or the CIA, or the Order of St. Gregory—routinely issues, modifies, and alters to meet the needs of its operatives in sensitive and dangerous assignments.

Clothing

Hoffman agents find themselves in circumstances that require different sorts of clothing and gear. The clothing listed below covers most such situations. The Institute itself issues some of these items, but most agents eventually acquire their own.

Boots, Shoes, & Socks

They go on your feet for a variety of purposes, from dress to work to play to travel. Comfort is really the big concern, though for an extra \$100 you can get steel-toed boots. Our most common modification is an integrated ankle holster or sheath on combat boots. Shoes range in cost from \$5 for slippers to \$125 for “steal-me” sneakers. Boots sell for between \$50 for low-top hiking and work boots to \$250 for what the military considers comfortable, functional, and durable. A six-month supply of socks costs about \$25.

Steel-toed boots add +1 to damage caused by kicks.

Business Wear

This is what you wear when you want to impress people with your professionalism. Good tailoring makes it easier to conceal a pistol or other small weapon.

A thousand-dollar business suit confers a -1 step bonus on appropriate Interaction skill checks. Add +1 to an appropriate weapon's Hide score for a tailored suit, while off-the-rack versions reduce the Hide score by -1.

Casual Wear

Though casual clothing can also impress people, it's mostly designed for comfort and ease-of-motion. The upper range on casual wear is about \$200 for a complete suit (or \$500 for “business casual”).

A loose cut of casual wear doesn't improve a weapon's Hide score, but a tight fit decreases it by -2.



TABLE 2: CONCEALMENT SITUATION MODIFIERS

Object Mass (kg)	Modifier
>1	+2
1	+1
2	0
3	-1
4	-2
(each add'l kg)	-1)
Object Composition	Modifier
Liquid	+2
Light Solid	0
Heavy Solid	-2
Metal	-4
Object Odor	Modifier
None	+1
Slight	0
Noticeable	-1
Heavy	-2
Object Assembly	Modifier
Solid	-2
2-3 pieces	0
4+ pieces	+2

Fatigues

Properly called "battle dress uniforms," or BDUs, this gear is what the well-dressed tactical response team—or wanna-be—wears. Emphasis is on utility, rather than comfort, with several pockets worth about 1000 cubic centimeters of storage space. A pants and shirt combination costs \$60, and another \$60 for the coat.

Camouflage

The secret of camouflage is that it breaks up the distinctive "human body" pattern, reducing an observer's chance to realize what he's seeing. The specific pattern doesn't matter—but the color shouldn't be out of place, either.

An appropriately colored set of camouflage clothing grants a -1 step bonus to any Stealth-hide skill check in the appropriate terrain, with an additional -1 step bonus if camouflage face paint is applied to any remaining exposed areas of skin (face, neck, and hands). The face paint costs \$8.

Formal Wear

If you want to look elegant, this is what you wear.

A hero wearing \$2000 worth of formal attire gains a -1 step bonus on appropriate Interaction skill checks (any more than that is just garish). Formal clothing is the absolute worst for concealment, however, applying a -2 to Hide scores.



Outer Wear

Coats and jackets keep you and your equipment warm and dry. \$30 covers your upper torso; \$50 covers your torso and head; \$120 covers you from head to about mid-calf.

Outerwear grants a +2 to the Hide score of just about any weapon. It also grants a -1 step bonus to Survival checks in cold weather.

Specialty Wear

This category covers everything from neoprene diving suits to latex bondage gear. The material and cut pretty much define the prices, and players who wish to purchase these things for their heroes should consult the appropriate catalog or website.

Uniforms

Some people are more inclined to trust someone in uniform, which makes it that much easier to fool them. Be warned that posing as someone official is often a federal crime, and can get you arrested for espionage, depending on what you're doing at the time.

A hero wearing an appropriate uniform gains a -1 step bonus on Deception-bluff skill checks used to establish his identity as an official.

Accessories

Most of these aren't flashy, but you'll rarely leave home without a few of them.

The availability code for all accessories listed here is Any.

A. Belts. Aside from keeping your pants up or being a handy place to hang a firearm, belts can include hidden pouches or sheaths for small knives.

Items concealed in this fashion gain a +2 bonus to their Hide ratings—but they have to be small enough to fit. With such an addition, belts cost around \$50. Without them, the cost is \$15.

B. Briefcase. Time was when a briefcase was the essential equipment for a spy, because you could hide nearly anything inside. Miniaturization changed the rules, though. They're still occasionally handy for carrying spy gadgets, but since your best spy gadget—a laptop computer—pretty much takes up most of the space, you're better off just getting a good, sturdy case with a decent combination (\$80) or fingerprint lock (\$150). An electrified version, delivering a high-voltage shock, sells for \$650, and comes with a charger and a remote.

C. Business cards. There's nothing fancy about these, unless you use them to conceal microscopic messages in the printing, or to carry maps or microfilm between the layers of the cardstock. A run of about 200 cards costs you about \$12, but most agencies—including Hoffmann—provide them for free as needed.

D. Credit cards. Your personal finances are your business, but it's worth mentioning that unless you can justify an expense, the Facilities & Accounts Department isn't going to reimburse you—and most intelligence agencies don't issue company credit cards.

E. Glasses. Between miniaturization and the "retro" look, glasses and sunglasses can help you see a lot better than 20/20. But the basic model—if you don't just wear contact lenses—costs about \$100, and a six-month supply of disposable contact lenses about half that.

F. Gloves. Assuming they're not covered in spikes or broken glass, gloves are fashion accessories or survival necessities. The good ones cost about \$20, spikes and broken glass not included. Denser or thicker gloves also offer nominal protection against cuts and abrasions to the hands.

Spikes, broken glass, or metal strips add +1 to Unarmed Attack damage.

G. Hats. Hats never quite go out of fashion, which just gives us another place to conceal pouches and such. The ordinary version costs between \$10–100 (from a baseball cap to a handmade chapeau), and 0.1 kg of "hidden compartment" adds another \$30.

A concealed pouch adds +2 Hide to any small object hidden inside.

H. Jewelry. The Institute has only a single policy on what jewelry an agent wears: It must be appropriate to the occasion. That means they frown on ostentatious displays, as it draws attention to the agent. Unfortunately, jewelry also attracts the attention of criminals. Imitations (at 10% of the price) will do the trick—if the target doesn't spot the fake. The best use of jewelry remains as a source of emergency cash.

I. Personal alarm. If you don't have one, get one. If hostile agents—or even just muggers—ever accost you, setting off the alarm tells everyone in a 200m radius that something's going on. Hostiles often break off an attack—at least long enough to give you a chance to run for it. Plus, mothmen and mole people can't stand the noise. Personal alarms cost \$40.

The alarm gives those within range a –1 step bonus to Awareness-perception checks to hear it. Mothmen and mole people within range suffer a +2 step penalty to their actions while the alarm is sounding.

J. Purse. The elegant varieties cost upwards of \$30, and hold about 1 kg at 3×3×2 cm. The functional kinds hold 5 kg with a volume of 10×10×5 cm, and can incorporate hidden compartments for handguns. These cost \$20, or \$40 with the hidden compartment.

K. Wallet. A well-made wallet costs about \$20, but it's really just a place to store pictures of your loved ones. Keep your money in a \$2 money clip, and your credit cards in an inside pocket. A hostile agent might pick your pocket just to find out who you are, and you don't want to be compromised and broke, do you? A version for badges costs about \$20.

L. Watch. Your personal preferences aside, wear a watch. Your reports need to be fairly precise about times and dates, and so the Hoffmann Institute gives you a \$20 model for free. More bells and whistles bump the price up to about \$50, and shock- and water-resistant models cost around \$200.

Luggage

Luggage is all about carrying capacity, though concealment sometimes enters into the equation. The average suitcase holds about 50 kg at 100 cm×60 cm×20 cm, and costs \$50. The most popular version, though, is the roll-on bag, which holds about 30 kg at 48 cm×35 cm×18, and—true to its name—is on rollers. These have the benefit of stowing in the overhead bin of airplanes—though that means they'll have to go through the x-ray machine.

Hidden Compartments

Hidden pockets, pouches, boxes, and so forth in clothing, equipment, and luggage let heroes smuggle just about anything—or at least part of it—right past the kind of people who are likely to object.

Creating a hidden compartment requires a Technical Science-invention skill check, modified by the situation (per the rules in Chapter 4: Skills in the Player's Handbook). A successful skill check creates a +1/+2/+3 step penalty (O/G/A) to Investigate-search skill checks to discover the compartment. Other modifiers to the Investigate-search skill check include those listed in TABLE 2: CONCEALMENT SITUATION MODIFIERS.

Grey Silk

This alien cloth is made aboard the city ship of the Greys and occasionally presented to humans as a gift. In texture it feels exactly like silk, but it is more durable and more resistant to water. It is also startlingly comfortable, even in very warm weather.

Common articles made from Grey silk include shirts, blouses, and kimonos, and—on those rare occasions when they are sold—usually bring about 10 times the garment's normal price.

Wearing clothing made of Grey silk grants a –1 step bonus to Survival checks made in hot climates.

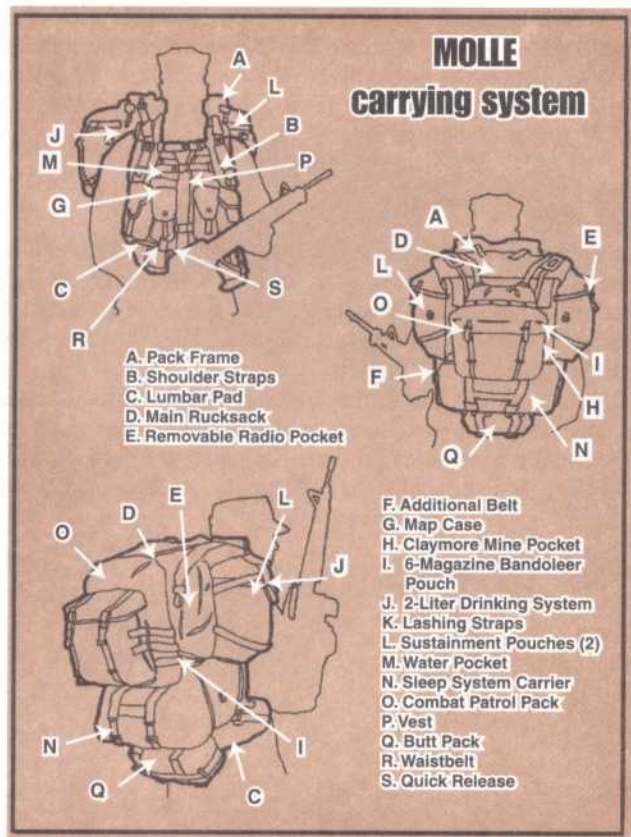
Survival Gear

"Survival gear" is anything that keeps you alive and provides you with a few necessities at those times when you can't just buy them. Operatives use this stuff when they have to get to a remote location—with no power—and stay there for a while. But some of it also comes in handy on day-to-day operations.

Carrying System

Hiking backpacks are great—for hikers. For people who carry weapons, there are two standard systems in use in North America: the A.L.I.C.E. system (All-purpose Lightweight Individual Carrying Equipment) and the newer MOLLE system (Modular Lightweight Load-Carrying Equipment). The A.L.I.C.E. system holds 9600 cubic centimeters, and accommodates accessories for comfort and heavier loads. The MOLLE system comes in four basic configurations, depending on its function (infantryman, officer, grenadier, support gunner), but always includes a vest, multiple pockets, and quick-release straps. With the optional combat patrol pack it holds 8900 cubic centimeters, or 5800 without. Both systems are water-repellent.

A.L.I.C.E. system pack \$300, 3 kg, Any
MOLLE system pack \$1000, 8 kg, Any



Tents & Shelters

Without a sleeping bag or a heater, a tent or shelter can only keep you and at least some of your gear dry. But sometimes that's enough. The price is dependent on how many people the tent can comfortably accommodate: A 1-person shelter costs about \$80, and each additional person costs another \$40, to a maximum of about 12 at \$520.

Use of a tent in wet or cold conditions negates one die step of penalties to Survival checks at the Gamemaster's discretion; if the hero also uses a sleeping bag, reduce the penalties by two steps.

Tent cost special, 1 kg/person, Any
Sleeping bag \$80, 2 kg, Any

Lighting

If 100% visibility is not necessary, the best bet are light sticks: plastic tubes that use a chemical reaction to illuminate for 8–12 hours. They're ideal for emergency use, but only illuminate effectively to about 5 meters. Experienced monster-hunters use them to illuminate areas a straight flashlight beam won't reach.

When you buy a flashlight, you're paying for durability and candlepower—and maybe a few extras, like adjustable beam focus. The cost of a flashlight is roughly equal to how many meters it effectively illuminates—half that if the casing isn't waterproof or shock-resistant, and about 1/10 the price in meters if the batteries last less than an hour at full power (as is common with high-power spotlights). The importance of waterproof equipment is fairly obvious, but a shockproof flashlight is useful as a club when there's no better weapon at hand.

Light stick \$1, .01 kg, Any
Flashlight special, 0.5 kg, Any

Food

For those without the training to know what's edible in the wild, there are plenty of commercial options. There is no "best" kind of "preserved" food; everyone's tastes are different. (There are plenty of bad kinds, though!) Some people like military MREs ("Meal: Ready to Eat"), others prefer dehydrated stews and chowders, or maybe all-natural "energy bars." Some get by on handfuls of trail mix.

Rations, 1 person/day \$8, 0.5 kg, Any

Portable Stove

More appetizing food usually requires cooking, and campfires are not always convenient or safe. More important, portable stoves equate to portable *heat*—which can be important for survival in cold weather.

Stoves run on a variety of fuels, but the most common are kerosene, propane, and white gas. Propane is most common for larger (or "base camp") stoves, while kerosene and white gas are primarily for smaller, "backpacking" stoves. Base camp stoves are larger, but more efficient, while backpacking stoves provide less heat (or operate for less time), but fit into a pack, as the name implies.

Using the stove for warmth provides a -1 step bonus to Survival checks—for as long as the fuel holds out—about 1 minute for every 4 grams of fuel.

Base camp stove	\$65, 4 kg, Any
Backpacking stove	\$75, 0.4 kg, Any
Fuel (500g)	\$10, 0.5 kg, Any

Water

Water is more important than food in the field, since the human body dehydrates faster than it starves. A 1-liter canteen is fine for short trips, but for more man-days in the field, something larger is required.

One idea is the hydration system, which is basically a backpack that holds about 3 liters, with an integrated drinking tube. It also features small pockets, ideal for the brushes to clean the system.

For even longer trips, portable water purifiers are the way to go (assuming boiling isn't an option). The standard is the purifier straw, which uses a chemical filtration system to eliminate impurities. For larger volumes of water, though, a water filter system is probably best.

Hydration system	\$50, 0.3 kg, Any
Purifier straw	\$25, .01 kg, Any
Filtration system	\$75, 0.5 kg, Any

GPS & Compasses

The latest in navigation, GPS receivers use signals from Global Positioning System satellites to determine within 100 meters where the receiver is—and thus, where you are. Programmable GPS receivers can even plot out entire routes and store them in memory. They aren't as effective when the sky is blocked, such as by thick forest canopy or at the bottom of narrow gorges.

Without a compass and a map, though, a GPS receiver is little more than a high-tech toy. Though it can tell you where you are and where your destination is, it cannot tell you which direction you're actually facing, nor whether there are any major obstacles between you and your goal.

Direction requires a compass, and the best are liquid-filled (to reduce "jiggle," which results in inaccurate readings), include a straight-edge marked off in various map scales, a clinometer to measure vertical distances, and a declination adjustment to reconcile magnetic north with true north.

With all that in hand, all you need is a good map. Contrary to popular belief, not every square mile of the Earth is accurately mapped, despite satellite imaging and 100+ years of National Geographic. Though the price of maps is so low as to be negligible, their accuracy affects how available they are.

Using a compass counts as "dependable equipment" for Navigation-surface navigation skill checks. Using a GPS receiver in conjunction with a compass counts as using superior equipment. A map's accuracy modifies Navigation-surface navigation skill checks as described in the table below. See Chapter 4: Skills in the Player's Handbook for Navigation rules.



Accuracy

+1
0
-1
-2
-3

Availability

Any
Common
Controlled
Military
Restricted

Compass
GPS receiver

\$50, .05 kg, Any
\$300, 0.5 kg, Any

Professional Equipment

As an operative of the Hoffmann Institute, you are going to investigate a wide variety of cases, ranging from sightings of Alien Big Cats to possessed high school football players. We're not going to send you into these situations unprepared.

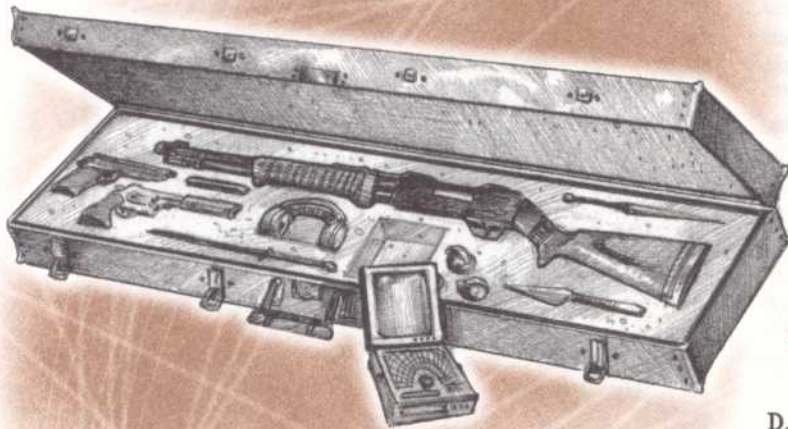
Kits

Over years of trial-and-error, the Outfitting department assembled a wide variety of prepackaged kits to help you gather evidence, reach conclusions, and take the proper action. Veteran agents refer to these kits as "the Suitcases," because of our habit of condensing the gear down until it fits in one of our standard-issue aluminum suitcases.

If you ever do anything more than push papers, you will eventually be handed one of these Suitcases. And as always, you are responsible for making sure that case gets back to the Institute—even if you've used up everything inside.

Standard Toolboxes

With so many technical types working for us, we issue a lot of standard tools, parts, and toolkits. We sometimes wonder what you're building with all this stuff, but we figure that if you're using our hardware to assemble your dreamhouse piece by piece, we can use our hardware to disassemble it. Our toolkits come in five varieties—mechanical, electrical, electronic, plumbing, and locksmithing.



The deluxe kit we only issue to those whose job is to build or repair things for the Institute. It includes a variety of power tools.

Using the kit provides a -1 step bonus to any appropriate Technical Science skill check.

Standard toolkit	\$250, 10 kg, Any
Deluxe toolkit	\$1000, 15 kg, Any

Evidence Kits

Law-enforcement agencies the world over use a pretty standard set of tools to gather evidence in criminal cases. They dig bullets out of walls, lift fingerprints, take samples of chemical residue, and pour rubber molds. All of this stuff makes it easier, in theory, to solve crimes. Each of these is available from the Hoffmann Institute and similar organizations.

A. Standard. The standard evidence kit includes a supply of rubber gloves, cotton swabs, tweezers, a Swiss army knife, and a good supply of resealable plastic bags.

Standard evidence kit	\$50, 3 kg, Common
-----------------------	--------------------

B. Drug & narcotics. When pharmaceuticals are involved, it's important to test the material before removing it from the scene. The drug and narcotic kit includes much the same gear found in the standard kit, but also includes a number of chemicals, bottles, vials, droppers, and litmus paper for testing purposes.

This kit allows the investigator a -2 step bonus to Medical Science-forensics, Physical Science-chemistry, or Law-law enforcement skill checks used to determine the basic identity of a substance. More in-depth analysis requires a lab facility.

Drug & narcotics kit	\$100, 4 kg, Controlled
----------------------	-------------------------

C. Photographic. Cameras and film are often vital to investigations, since memory alone is not always sufficient to discover details. In our line of work, a bunch of pictures can present a clearer view of the one big picture. This kit contains at least one camera and a variety of lenses, a good supply of film, a couple of spot-lamps, and spare batteries.

The camera and lenses are of Good quality. See "Surveillance" for more information on cameras and the bonuses they provide.

Photographic evidence kit	\$2000, 6 kg, Any
---------------------------	-------------------

D. Fingerprint. Lifting fingerprints requires sheets of clear adhesive, blank white cards, a camelhair brush, and a small supply of dark powder. Fingerprinting is only really useful when there's already a suspect, or when the perpetrator has the "On File" flaw.

Getting a clean print requires a successful Investigate-search, Law-law enforcement, or Medical Science-forensics check—and, of course, the presence of fingerprints.

Latent fingerprint kit \$150, 1 kg, Common

E. Casts & molds. We couldn't have found the sasquatch without these. A casts & molds kit consists of cans and buckets of latex rubber and plaster of Paris, and some disposable wooden sticks for mixing and applying. The plaster goes into a footprint, tire track, or similar depression in the ground, and when it dries, it's used to make a copy of the depression in the latex. That's then used to make a plaster copy of the object that made the depression in the first place.

Using this kit allows the investigator a -1 step bonus to an Investigate-track skill check used to record the print.

Casts & molds kit \$100, 5 kg, Any

F. Arson & explosives. Probably the least pleasant of mundane evidence kits, the arson & explosives kit is used to gather chemical residue samples, and to sift through charred remains looking for the intact pieces of any device used to start the fire or explosion. It's unpleasant because of the soot and the smell, and the chance of discovering something a coroner needs to see.

An arson and explosives kit allows the investigator to attempt a Physical Science-chemistry skill check to detect the use of chemical accelerants, or a Demolitions-set explosives skill check to guess the form and mechanism of a bomb or arson device. The kit provides an additional -1 step bonus to these checks.

Arson & explosives kit \$500, 6 kg, Controlled

Hoffmann Institute Scientific and Technological Gear

Standard law enforcement agencies look for mundane evidence that leads to mundane solutions. The Hoffmann Institute has gone one step farther, and developed evidence kits for the kinds of cases we investigate. Our recognized experts in vampire- and werewolf-hunting, alien abductions, sewer and bog monsters, demonic possession, magical curses, divine intervention, and high technology have compiled lists of their most frequently needed equipment. And we've dutifully assembled Suitcases for each one. Just tell us whenever you need one—if we don't already know.

These kits count as "specialized toolkits," granting a -2 step bonus to the appropriate skill check.

A. Chemistry lab. For all you "Dr. Science" types out there, this is the indispensable box of toys. The portable version takes up two Suitcases.

Portable chemistry lab \$500, 8 kg, Any
Fixed chemistry lab \$2500, 30 kg, Controlled

B. Astronomical. The two Suitcases in the astronomical kit contain everything you need to look at the stars up close without ever leaving the Earth, including a Good-quality, low-light camera and a 750x telescope—which is also useful for surveillance.

Astronomical kit. \$2000, 15 kg, Any

C. Meteorological. Admittedly, this evidence kit is of limited usefulness, but just because we don't run across unusual weather all that often doesn't mean we don't need to gather evidence on it. This is a big kit, requiring about half a dozen Suitcases, and a portable generator (not included).

Meteorology kit \$15,000, 40 kg, Common

D. Hacking. This kit doesn't so much let you hack as it lets you find out if a computer has *been* hacked. Agents are cautioned to destroy the hacking evidence kit, using the built-in incendiary and HERF charge, if it appears the kit is going to fall into the hands of the authorities. Otherwise, they can expect a long, long jail sentence.

The kit consists of an Amazing-quality notebook computer with extra memory space (8 slots rather than the usual four), the latest information warfare software (Good antivirus program, "hack back" program) and some of the latest hardware (Good telephone line tracer, data bug, and caller ID defeater). See "Communication" and "Information Warfare" for more information on these systems.

Hacking kit \$20,000, 6 kg, Controlled

Hoffmann Institute Special Assignment Gear

The Institute stocks these kits for situations involving possible paranormal activity. They are not general-issue equipment. Much like the requisition of any other gear, they require following bureaucratic procedures. Supervisors, however, tend to scrutinize more closely requests for this stuff, ensuring that the agents have exhausted all other means first.

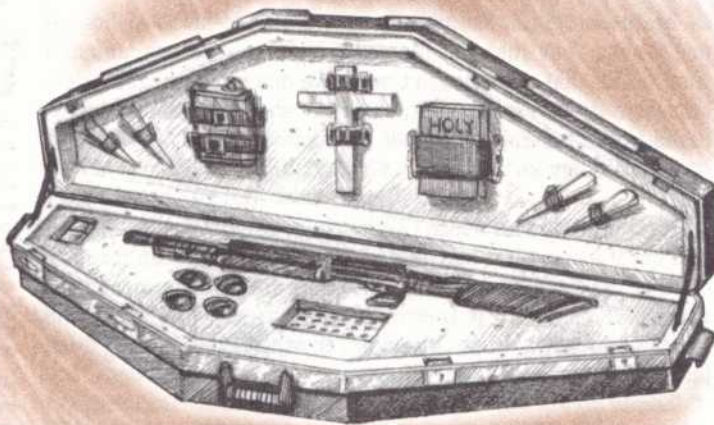
Consider all of the equipment in these kits to be of Good quality. At the Gamemaster's discretion, these kits grant a -1 step bonus to the Lore specialty skill appropriate to the kit.

A. Haunting. The classic evidence kit for hauntings was designed by "ghost-hunter" Harold Price, in his investigations of England's Borley Rectory—once called "the most haunted house in England." In his "blue book" instructions to investigators visiting the house, he prescribed a number of items, such as chalk, candles, thread, flashlights, matches, a camera, sandwiches, and brandy. We don't pack those last two, but you will find a camera, lots of infrared film, a tape recorder and microphone, a video camera and video recorder, tripods for the cameras, earpieces and headphones for private listening, and an IR "life detector" (see "Surveillance"). The whole kit comes in 3 Suitcases.

Haunting kit \$12,000, 8 kg, Controlled

B. Vampires. Aside from the obvious gear (crosses and mirrors) to weed out the deluded, this kit contains everything you might need to ferret out an ekimmu hiding inside a human host. It contains a book, *Detection of Souleaters*, written by veteran Hoffmann vampire-hunter Madison Rochelle, explaining in detail the *modus operandi* of the ekimmu and the signs to look for in the surrounding area. The information is not so much aimed at locating vampiric entities, but at determining whether a spate of exsanguinations is due to an ekimmu or to a candidate for the nut-house.

The kit also includes the recommended weaponry for tackling an ekimmu: a Franchi SPAS-12 shotgun (see the "12 gauge



Pump Shotgun" entry), two dozen white phosphorus shells, and, assuming you can get it to hold still long enough, four "sticky-bomb" grenades (see "Grenades"). Rochelle's book doesn't mention those—Rochelle's policy being "kill or be killed," but the Institute prefers to study the ekimmu when possible, rather than burning them to ash.

Vampire kit \$7500, 10 kg, Controlled

C. Werewolves. Hunting werewolves is fundamentally the same as hunting vampires: You want to separate the lycanthropes from the loonies before you start shooting. Taking a cue from the book on detecting vampires, the werewolf kit contains a checklist of behavioral indicators that give an agent a good idea when his target is a real werewolf, as opposed to someone who's just seen too many Lon Chaney movies.

The ultimate test is of course silver, and the kit includes a silver-needled hypodermic (ostensibly for drawing blood), a silver-bladed scalpel, and 15 gleaming rounds of silver 9mm ammunition. In the event the agent has lost his Institute-issued firearm, another Heckler & Koch USP (see "Weapons") is provided.

Agents are cautioned to remember that classic lycanthropy is a curse, rather than a choice, and the subject may not be in control of his own actions. Killing the subject may be the only release from his suffering.

Werewolf kit \$2000, 10 kg, Controlled

D. Monsters. For the miscellaneous cryptozoological expedition, there's this kit, consisting primarily of a field guide to known nonhuman and trans-human creatures, a standard evidence kit, camera and film, audio recorder and microphone, and a video recorder. Because the Institute recognizes that preparation for every conceivable danger is impossible in a single, portable package, the kit also contains a "dead-man's pager"—a simple trans-

mitter that beeps once every five minutes when activated to let the user know to press a button on the device. If the button is not pressed within 30 seconds, the base unit (also in the kit) registers this fact and dials the Hoffmann Institute to let them know the agent needs assistance. The idea is to activate the pager when going into a dangerous situation so that if you disappear down the gullet of some horrible beast, the Institute will have some idea what happened.

Monster kit \$3000, 10 kg, Controlled

E. Demons. The nastiest of the nasty beasts, demons are responsible for driving more agents insane than any other enemy. And those are the lucky ones.

Hoffmann agents are *required* to approach possible demons with *ultimate* caution. Their abilities are unpredictable, their motives unknown, and their nature as yet undetermined. Still, there are reasonable precautions that agents can take and procedures that they can follow. The procedures are outlined in the demon kit, but the important one to remember is that *reasonable suspicion of demonic activity is grounds to call in support from White Section*. Then clear out. Sticking around almost always results in White Section having additional targets in the form of possessed agents.

The purpose of the demon kit is to aid in the detection of possessed individuals, and to identify areas of increased demonic activity. To this end, the kit includes a checklist of behavioral indicators, a supply of holy water, sanctified religious symbols and vestments appropriate to the geographical area, a video recorder—and a cyanide capsule, in case a quick and painful death becomes the best option.

Note that none of the things in this kit will help the agent unless he believes in the power of his deity; the kit does not supply faith.

Demon Kit \$1000, 6 kg, Controlled

F. Abductions & encounters. UFO and alien encounters fall into a rather tricky area for the Hoffmann Institute to investigate. First, many so-called "flying saucers" are in fact top-secret experimental aircraft being tested—and probing too deeply gets agents visits from *government* agents with no sense of humor. Second, some of the sightings are of actual alien spacecraft—and they're on our side. Exposing them to the public, the press, or the government jeopardizes their activities and sets our cause back by about twenty years.

But we go on investigating close encounters because they occasionally lead us to extraterrestrial activity that presents a threat to humankind. We need to know what they're doing before they start doing it. So this kit contains the same equipment as a standard kit, with all of the elements of the photographic and astronomical kits thrown in. Encounters with low-flying vessels also call for the use of the arson & explosives kit. If the vehicle actually landed, the casts & molds kit is brought in as well.

All of this is tied together with the Vehicle Recognition Database (VRdb), found on the Hoffmann Institute's "members-only" website. The VRdb lists physical characteristics of every known terrestrial craft, along with every known *extraterrestrial* craft. For access, the abduction & close encounter kit includes a notebook

computer, with the dialup for the VRdb site preset. For security reasons, the notebook includes the same anti-tampering mechanism as the hacking kit: Enter the wrong password more than twice, and the system simultaneously erases the disk with a small electromagnetic pulse, and melts the circuits with an incendiary charge. Agents are warned not to even try to access the database if they're feeling "a little out of it," since the cost of replacing the system will come out of their paycheck.

If the subject of the investigation is reporting an abduction experience, the kit also includes a portable "lie-detector" polygraph machine. Though the results are not always reliable, the mere suggestion of using a polygraph can help separate the facts from the fantasies, and spare the Institute the cost of flying in an expert in hypnotic regression.

Abduction/encounter kit \$10,000, 25 kg, Controlled

G. Magic. Believe it or not, this kit is exactly what it says it is—a magician's box of tricks. The idea behind it is that if you can accurately reproduce an observed effect, then the observed effect is probably not arcane in nature—it's just smoke and mirrors. If you can't, it's the genuine article.

Magic kit \$200, 5 kg, Any

H. Miracles. This is much the same thing as the magic kit, for much the same reason. It also includes a notebook computer, with a CD-ROM database of world religions and their history, tenets, prophecies, and commandments. The database has been written to allow searches based on observed phenomena, and to determine a likely match, based on the data, for any known religious belief or prophecy—and its significance.

Miracle kit \$2500, 8 kg, Any

Hazmat Kits

Agents in all services dealing with the Strangers had better get used to the idea of exposure to hazardous material. Chemical spills, biohazards, and radiation are almost as common for us as for hospitals and industrial plants, meaning we need a better way of dealing with them than running away very fast. Sadly, these kits are specialized enough that you'd have to carry all three to be fully prepared. It's usually better to try to anticipate.

These kits are only mildly effective at treating exposure to hazardous materials, negating one step of penalty for Knowledge—first aid or Medical Science—treatment skill checks for hazmat situations. They are actually geared more toward instructing the hero what steps to take to begin containment of the material. Following the instructions, and using the accompanying material, gives a -1 step bonus for Medical Science—treatment skill checks (biohazards), Physical Science—chemistry skill checks (chemical spills), or Technical Science—repair skill checks (radiation leaks). Note that the final instruction in each case is to leave the area; these are nothing more than stopgap measures, at best.

Chemical spill kit \$400, 3 kg, Controlled
Biocontainment kit \$200, 2 kg, Common
Radiation Leak kit \$2000, 18 kg, Controlled

Search-and-Rescue Kit

Search-and-rescue teams have taught us a lot about being better prepared for wilderness travel. This waist pack is meant to fit onto an A.L.I.C.E. or MOLLE frame (see "Survival Gear"), and contains a basic first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a flashlight, 20 meters of durable nylon rope with fasteners, two smoke canisters, a flare gun, and a 9mm HK USP, fully loaded. The pistol is a Hoffmann precaution.

Search-and-rescue kit \$65, 3 kg, Common

Law-Enforcement Range Pack

This is the bag of choice for those who need to carry a whole bunch of guns without actually wearing them. This deceptively small black Cordura bag has a spacious inner compartment (13,500 cu cm), and can hold about half again that in six zippered external compartments. A larger version holds just shy of 24,000 cu cm in the internal compartment and another 9000 cu cm in the zippered external pouches.

Range pack (small) \$40, 1 kg, Any

Range pack (large) \$80, 1 kg, Any

Patrol Box

Police often use these portable "file cabinets" to keep track of their cases. Essentially just a particularly large, hard-sided briefcase, it's designed to fit in the front passenger seat, where the officer can have easy access. The Hoffmann Institute recommends these to any agents who have a hard time keeping their case files in order.

Patrol box \$80, 2 kg, Common

Miscellaneous Tools

You may never have the right tool for the job, but at least if you carry a lot of them, you significantly reduce the odds of having to dismantle an alien genocide machine with a butter knife and a couple of hair pins.

A. Multi-purpose tool. Also known as the "multi-tool" or "multipliers," these are made by Leatherman, Gerber, and other companies. They usually have a couple different screwdrivers, a knife or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. And the whole thing also unfolds into a handy pair of pliers.

Multi-tool \$75, 0.1 kg, Any

B. Power tools. If there's a hand tool that does it, there's a power tool that does it faster. They've even advanced far enough that they don't need about a million feet of extension cord.

Using a power tool in the appropriate situation can reduce the time it takes to complete a task, or the time between checks in a complex skill.

Cordless power tool \$100, 2 kg, Any

C. Batteries. The thing that keeps those power tools cordless. For simplicity's sake, assume that fresh batteries for a given device cost 1/20 what the device itself costs, and weigh about 1/20 the mass of the item. The rechargeable variety costs 1/10 the full cost of the item, and weigh 1/10 the item's weight.

D. Portable generator. Sometimes, you just don't have enough 9-volt batteries to power the whole house until *Friends* is over. A typical portable generator runs off gasoline or kerosene, four liters of which produces enough power to meet the needs of 5 people for about one-and-a-half hours.

Portable generator \$2000, 25 kg, Any

E. Binoculars. Binoculars (and telescopes) are very useful for surveilling a target from long range. The magnification determines how close the object appears.

In addition, binoculars can include infrared lenses, rangefinders (telling you *exactly* how far away you're looking), and digital enhancement.

Infrared binoculars negate darkness penalties to Awareness-perception skill checks. Digital enhancement provides a sharper image, granting a -1 step bonus to Awareness-perception skill checks. Availability for binoculars is Any.

Quality	Magnification	Conversion	Mass	Cost
Marginal	2×	100m = 50m	1 kg	\$25
Ordinary	8×	100m = 12m	1 kg	\$50
Good	10×	100m = 10m	1.5 kg	\$100
Amazing	15×	100m = 6.5m	1.5 kg	\$200

IR lenses	+\$50
Rangefinder	+\$20
Digital enhancement	+\$100

F. Padlock & chain. Just what you need to keep your stuff safe. The quality of the padlock and chain is only as high as the weaker of the two.

The quality of the padlock and chain determines the modifier for Manipulation-lockpick skill checks to open the lock, or Strength feat checks to just break the thing. The Availability code for this is Any.

Quality	Modifier	Mass	Cost
Marginal	—	1 kg/meter	\$10/meter
Ordinary	+1	2 kg/meter	\$20/meter
Good	+2	5 kg/meter	\$30/meter
Amazing	+4	10 kg/meter	\$50/meter

G. Seismometer. We never saw a use for these things until a technogeek agent reported that he had used one (and his notebook computer) to locate a kinori warren. He also showed us how a seismometer could be recalibrated to detect footsteps—and set to sound an alarm when it did. We were sold, and now we stock them—along with his “kinori-finder” software.

Seismic sensors can be deployed on the ground to detect motion on or under the ground for about 2 kilometers in every direction except up.

Seismometers allow the operator to make a System Operation-sensors skill check to detect anything moving on or through the earth. There is a cumulative +1 step penalty for every 500 meters from the target to the sensor, and the sensor (and its operator) must remain stationary.

The sensor can be recalibrated to search for certain kinds of vibrations. This requires a sensors or Technical Science-juryrig skill check. (A program available to Hoffmann agents foregoes the skill check necessary for recalibration, but only reports underground animal movement, and makes an estimate of the animal's size, distance, and bearing.)

A hero can also recalibrate a seismometer to check only in a 20-meter area, and to sound an alarm if it detects movement above a certain range of foot-pounds of pressure. This requires a sensors, juryrig, or Security-protection protocols skill check, and makes the device a fairly effective perimeter alarm—providing a +2, +3, or +4 step penalty to anyone using Stealth-sneak in the area. If the skill check made to set it up results in a Failure, the device won't function as desired. A Critical Failure means it will periodically register a false alarm, triggered by animals, wind, or other vibrations.

The Gamemaster should consider making the skill checks needed to use this device in secret to ensure that the hero isn't quite certain whether or not she's been successful.

Seismometer \$500, 2.5 kg, Common

H. Duct tape. Don't even think about going into the field without a roll or two of this stuff. In addition to its obvious uses, I've heard of agents using it for everything from tourniquets to sasquatch bindings. One agent being pursued across the top of a building even used it as a makeshift rope, wrapping one end around a bar and riding the unwinding roll of tape to the ground. The Institute supplies a particularly heavy-duty grade of tape, which you can request in any color as long as it's gray. Each roll has 20 meters of 5-centimeter-wide tape.

A target bound by duct tape can escape by making a Dexterity feat check with a +3 step penalty or a Strength feat check with a +5 step penalty. Duct tape can support up to 100 kilograms, or up to 200 for a few rounds.

Duct tape \$15, 0.5 kg, Any

I. Lockpick set. Hey, just because most people who use these things are criminals doesn't make it any less professional. The Institute generally supplies only the best-quality set, though some undercover agents prefer more mundane sets to avoid attracting attention. All sets include wires, electrical leads, and other tools for opening any kind of locks, from rusty old padlocks to electronic security devices.

A lockpick set confers a bonus to the user's Manipulation-lockpick and Security-security devices skill checks: Ordinary tools, -1 step bonus; Good, -2 step bonus; Amazing, -3 step bonus.

Lockpick set, Ordinary	\$75, 0.5 kg, Com
Lockpick set, Good	\$225, 0.5 kg, Con
Lockpick set, Amazing	\$750, 0.5 kg, Con

J. Portable lighting system. This is just the thing for nighttime investigations, whether you're excavating ancient ruins or searching a field for signs of a UFO landing. It consists of four floodlights that, when used together, can illuminate a 25,000-square-meter area as if it were high noon. Requires a portable generator and uses about 4 liters of gasoline per hour.

Skill checks made in the illuminated area are made as if in Good quality illumination.

Portable lighting system \$500, 40 kg, Any

Containers and Carrying Gear

Now that you've got all this great stuff, you'll need a place to put it. That's where the lowly bag comes in.

A. Rigger's bag. A rigger's bag is a heavy canvas tool bag with a couple dozen pockets for the tools you use most often. It holds 17,000 cu cm, and has a reinforced leather panel on the bottom to reduce wear and tear.

Rigger's bag \$50, 1 kg, Any

B. Contractor's field bag. A combination tool bag and notebook computer case, with pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps, plans—or target-acquisition photos. Made of denier fabric, it holds 15,500 cu cm, and it even comes with a shoulder strap.

Field bag \$45, 1 kg, Any

C. Photojournalist's vest. Made of pure cotton with mesh panels to keep it cool, the photojournalist's vest has nine obvious pockets, and 5 hidden ones. Just the thing for posing as a hardcore tourist, while still keeping your surveillance gear close to hand.

Photojournalist's vest \$100, 0.5 kg, Any

D. Tool belt. Without one, you'll never convince anyone you're just there to fix the plumbing. Ideal for concealing a pistol and a two-way radio among all the tough-guy camouflage.

Tool belt \$75, 1 kg, Any

E. Parachute bag. Named for their handy feature of closing up tight when lifted by the drawstring, these sturdy canvas bags are designed to carry small parts and tools (wire nuts, cover plates, electrical tape, pipe fittings, drill bits—you name it). But they're also handy for sorting bullets, if the need arises. Each of four compartments holds 2800 cu cm.

Parachute bag \$20, 1 kg, Any

F. Travel cases. Sometimes known as "travel coffins," these metal-sided boxes are used to haul equipment that doesn't like being hauled. Foam inserts are used to keep the item from jostling, the reinforced metal walls keep it from being punctured, and the wing-style clamps keep it from coming open accidentally. The cost is based on what needs to be carried inside: Multiply the mass of the item by 50 to arrive at a price, and multiply the mass of the item by 0.5 to arrive at the mass of the travel case needed to carry it.

Travel case \$50×mass, 5kg×mass, Any

DIY Manuals

"Do-It-Yourself" manuals cover nearly every aspect of modern (and often historical) craftsmanship, from building houses to crafting handguns. In practical terms, DIY manuals help you to do things that you don't already know how to do.

In game terms, such manuals grant a bonus of -1, -2, or -3 steps (depending on the quality of the manual: Ordinary, Good, or Amazing) to a task requiring a complex skill check, but double the usual interval between checks. They do not apply their bonus to simple skill checks.

Ordinary-quality DIY manual	\$10-20, 1 kg, Any
Good-quality DIY manual	\$20-40, 1 kg, Any
Amazing-quality DIY manual	\$50-100, 1kg, Common

Remotes

When the Sojourner remote robot sent back images from Mars, robotics finally got the recognition it deserved. Robots were no longer metal monsters stealing our jobs and our women, but electronic pets that obeyed commands better than the real thing. This made them ideal for a wide variety of jobs that no human could or wanted to do.

The remotes described below have specialized functions. Like all remotes, they are dependent upon a skilled operator to give them orders; they are by no means intelligent. In effect, they are extensions of the operator. Bomb squads, for example, use robotic remotes equipped with various sensors, manipulator arms, and tools to locate and, if feasible, disarm bombs with less risk to human members of the squad.

The most common modern robot remotes use tanklike treads, simple manipulator claws, and video cameras, and are operated by radio, wire, or voice. Some have a kind of "intelligence" that allows them to react to external stimuli in preprogrammed ways. Remotes built for specific roles include different gear.

Police

Law enforcement agencies use remotes in a wide range of applications, from disarming bombs to approaching and apprehending suspects. These sorts of robots aren't truly autonomous; there's always somebody operating the joystick from a safe distance. The three most common types are described below.

A. Surveillance. This small remote acts as a video surveillance system used by police to scout a dangerous area. The operator sits in a van away from the scene and manipulates the remote with a joystick. It has video, IR, rangefinder, and microphone (voice pickup) sensors that sit on extenders that allow the remote to hide behind something solid and extend just its sensors into view.

It runs on tracks, so it is slow, and other than the extenders, has no other manipulators. Its wireless link back to its operator is susceptible to jamming, but most perps don't have such technology available. When necessary, the operator can fit it with a directional antenna.

STR 7, DEX 6, CON 7, INT 7, WIL 4, PER 2; Durability: 7/7/4; Move: sprint 8, run 6, walk 2; Action Check: 10+/9/4/2; #Actions:

1; Wt: 30 kg; Size: 0.5 m; Subprocessor Quality: Ordinary; Stored Programs: operating system; Sensors: Video, IR, rangefinder, microphones.

Attacks: None

Defenses: -1 resistance modifier to ranged attacks

No armor

Surveillance remote \$12,000, 30 kg, Military

B. Bomb disposal. Remotes are the ideal choice for making sure explosive devices don't kill people. They are almost always remotely operated. These remotes have two to four arms, each of which ends either in a clawlike manipulator or a tool of some sort. Each manipulator also has a small video camera attached so the operator can see up close what the claw or tool is doing. In addition, there are two extenders that also hold the full-sized video lenses that provide the means by which the operator runs the remote. Other sensors include a chemical sniffer and low-light imaging.

STR 8, DEX 6, CON 8, INT 7, WIL 4, PER 2; Durability: 8/8/4; Move: sprint 10, run 6, walk 2; Action Check: 10+/9/4/2; #Actions: 1; Wt: 35 kg; Size: 0.5 m; Subprocessor Quality: Ordinary; Stored Programs: operating system; Sensors: Video, low-light, IR, chemical sniffer.

Attacks: None

Defenses: -1 resistance modifier to ranged attacks

No armor

Bomb-disposal remote \$15,000, 35 kg, Military

C. Tactical. Remotes are also the ideal choice for making sure people don't kill people. They are used to get eyes and ears—and weapons, if necessary—close to a target that might react violently. Use in the field has shown that some potentially violent perpetrators react to them with amusement, rather than violence.

This remote is often a broad, tracked vehicle with a low center of gravity. Relatively compact, it gets sent into a scene that may prove dangerous to human officers. The remote has video, IR, and microphone/speaker devices that allow police to view a situation and communicate with the suspect. In addition, many versions carry nonlethal weapons, such as shotguns loaded with beanbag rounds, gas weapons, or tasers.

STR 7, DEX 6, CON 7, INT 7, WIL 4, PER 2; Durability: 7/7/4; Move: sprint 8, run 6, walk 2; Action Check: 10+/9/4/2; #Actions: 1; Wt: 35 kg; Size: 0.5 m; Subprocessor Quality: Ordinary; Stored Programs: operating system; Sensors: Video, IR, rangefinder, microphones.

Attacks: determined by weapon and load

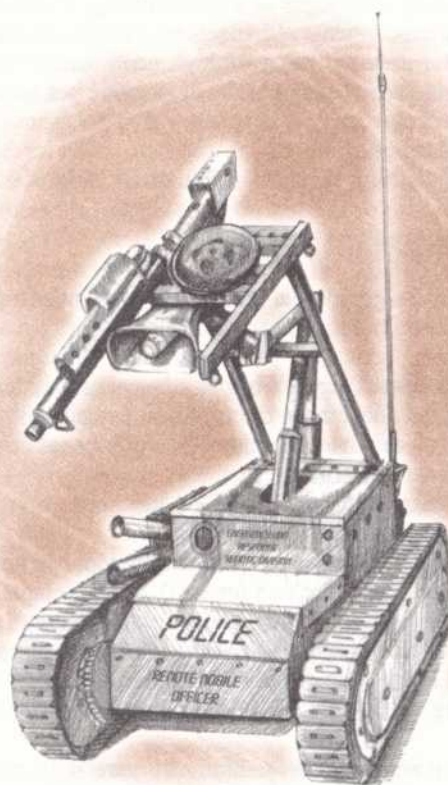
Defenses: -1 resistance modifier to ranged attacks

Kevlar: d6-3 (LI), d6-2 (HI), d4-2 (En)

Tactical remote \$18,000, 35 kg, Military

Military

Various military organizations have begun to employ remotes for certain tasks, include reconnaissance and sentry duty. Reconnaissance remotes are similar to the surveillance remotes mentioned above, though some models fly (at 36 meters/phase). The



UAV (Unmanned Aerial Vehicle), a reconnaissance remote plane, is one example. The current version, the Global Hawk, costs around \$10 million per unit—don't even think about requisitioning one—but more compact versions are in the works, and should be available by 2006.

The U.S. military is also beginning to more seriously investigate remote sentries—essentially tripod-mounted FN MAG machine guns with sensors and actuators. Their very simple program detects motion, points the gun at it, and fires until the motion stops.

For game purposes, these are simply machine guns with built-in motion sensors as well as Modern Ranged Weapons—rifle and System Operation—sensors skills. The gun fires with a skill score of 12 if the sensor detects movement (also with a skill score of 12). The default attack mode is burst fire (with a -1 step bonus), but if the sensor detects multiple targets, the weapon automatically switches to autofire, selecting as many as three targets per phase.

When the gun's ammo runs out, the remote mechanism continues to target moving objects—and, eerily, pulling the gun's trigger.

Remote sentry

\$7000, 30 kg, Military

Medical Gear

One would think that with all the mysterious travelers from other worlds using Earth as a rest stop, the "mystery microbes from Planet X" would have swept through our biosphere and destroyed every last human being by now. Or that our germs would have killed at least half the Strangers. After all, isn't that what saved us in *War of the Worlds*? And who's to say that isn't where cancer, or AIDS, or even the common cold originally came from?

In the absence of copious gifts of medical technology from our "friends from far away," humanity has had to make do with what we can develop ourselves. Fortunately, we're pretty innovative: What we can't build ourselves, we just copy from the same species that gave us the germs in the first place!

Emergency Gear

Every agent eventually needs to administer aid. There is no substitute for experience—but there are plenty of things that help you fake it pretty well.

Biohazard Suit

One of the greatest leaps of wisdom over the past thirty years or so is that a simple surgical mask and rubber gloves don't cut the mustard for wading into plague-ridden areas. If medical people don't know the disease vector (airborne, fluid-borne, and so on), it's best to button up tight, and scrub down afterward.

Biocontainment gear is a self-contained, sterile body suit with an internal two-hour oxygen supply. In form, it resembles a kind of space suit, with a wide, clear plastic visor. It is generally large and flexible enough to fit over street clothing, or even body armor. The suit provides an effective barrier against aerosol and fluid chemical and biological agents, provided it remains intact and sealed. The suit includes a dosimeter, chemical alarm, and substance identification kit; some also include a heads-up display (HUD) compatible with certain military computer systems.

The suit provides the following levels of protection:

Gravity: Provides no protection.

Radiation: Protects against moderate (R2) levels of radiation. Allow wearer to treat checks against high (R3) radiation as moderate radiation.

Atmosphere: Protects against toxic (A3) atmospheres, but breaks down very quickly in corrosive (A4) or super corrosive (A5) atmosphere.

Pressure: Provides no protection.

Heat & Cold: Reduces frequency of exposure checks to once per hour in frigid (H1) and torrid (H3) conditions. Does not protect against temperatures beyond those extremes.

Properly suiting up, and scrubbing down afterward, both require a Medical Science—medical knowledge skill check. After all, there's no use wearing the biohazard suit if you just take it off with your bare hands and go make dinner. The result of each skill check provides a cumulative modifier to the hero's Constitution feat check to avoid contracting diseases he or she was exposed to while wearing the biohaz-

ard gear: -1/-2/-3/-4 step bonus for M/O/G/A success. A Critical Failure on either check instead assesses a +1 step penalty to the Constitution feat check.

Biohazard suits issued by the Hoffmann Institute include a radiation dosimeter (indicating the Radiation rating of an atmosphere), a hazardous chemical exposure alarm (sounds an alarm in A3 or greater atmospheres), a kit for identifying aerosol or liquid chemicals (-1 to Physical Science—chemistry skill checks to identify chemical substances), and a HUD designed to work with the Land Warrior 2000 computer and its associated devices.

Biohazard suit \$1500, 8 kg, Controlled

Crash Cart

When medical personnel encounter a life-or-death situation, they break out the crash cart. The crash cart—which, despite its name, is sometimes just a big toolbox-style affair—carries all the gear that medical technicians need to save someone's life, including defibrillator, oxygen mask, and adrenaline.

Using a crash cart gives a hero a -2 step bonus to a Knowledge—first aid or Medical Science—treatment skill check to stabilize another hero who is dying.

Crash cart \$1500, 10 kg, Common

Trauma Kit

What the crash cart does for the dying, the trauma kit does for the wounded. This is the sort of kit paramedics carry in ambulances. It is about the size of a large tackle box.



A hero who uses a trauma kit when treating stun or wound damage, or when attempting to help another hero recover from a knockout effect, gains a -1 step bonus to his Knowledge—first aid or Medical Science—treatment skill check.

Trauma kit

\$175, 7 kg, Common

Transfusion Kit

Transfusion kits get blood out of people and put it into other people—though sometimes, it sits around in little sterile bags for a while first. Trained medical personnel are the only ones who should use a transfusion kit, as it requires a certain amount of expertise.

Lack of a sufficient supply of blood (0.5 liter per hour of surgery) means that the conditions for the Medical Science—surgery complex skill check are at best Marginal, while a complete lack of useable blood would reduce the conditions to Critical. See Chapter 4: Skills in the Player's Handbook for more details on the surgery skill.

Safely and properly drawing blood requires a Medical Science—medical knowledge skill check. On an Ordinary result, one half-liter of blood can be drawn in 30 minutes. On a Good success, the same amount can be drawn in 20 minutes, and on an Amazing success the total time is only 10 minutes. On a Failure, the process takes an hour, and on a Critical Failure, an accident results in the donor suffering d4w, against which armor is ineffective. Note that this skill check is not necessary to transfuse the blood into the recipient—only to draw it from the donor.

For each half-liter of blood donated—either for storage or immediate transfusion—a hero suffers d4s. Obviously, donating excessive amounts of blood is not a safe proposition. Further, these rules assume the blood of the donor is compatible with the blood of the recipient. Gamemasters may desire to impose a greater level of realism in their own games.

Blood transfusion kit

\$25, 0.5 kg, Common

Samaritan Mask

Since so many particularly nasty diseases are transmitted through body fluids, people have become reluctant to administer first aid if it means giving mouth-to-mouth resuscitation. So some genius devised the "Samaritan mask," which is essentially a clear plastic mask that fits over the mouth and nose of the victim. The person administering aid then breathes into a slot or tube on the other side. Afterward, the user should dispose of the mask properly, and never reuse it.

In game terms, a Samaritan mask helps prevent the spread of disease. Anyone wearing the mask who administers first aid to a diseased victim gains a -3 step bonus to Constitution feat checks made to resist any disease transferred through bodily fluids. Of course, the mask doesn't help against airborne viruses.

Samaritan mask

\$8, 0.1 kg, Any

Medical Services

"Medical services" cover every aspect of medical treatment, from just looking at a boo-boo to sucking out the poison, stitching it up, giving you a couple of painkillers, removing the stitches, and

asking you how you feel about the whole thing.

Considering the extreme physical, mental, and emotional punishment a person can be exposed to while coping with the rise of the dark tide, it's reasonable to expect that you will need such services fairly frequently. Medical insurance—which the Hoffmann Institute provides at a very reasonable cost—will cover most of the expenses, but most operatives go through their \$100-per-year deductible pretty quickly.

Examination

When you're not really sure what's going on with the body—yours or someone else's—it's time for an examination. Physical examinations are the most common for ordinary people, but forensics exams are almost as common for those in our line of work—though thankfully, they're mostly ordered for someone else.

For either type of examination, the skill check is complex. The information being sought determines the number of successes required. Learning the general state of health of a hero, or determining the cause of death of a corpse, is a skill check of Marginal complexity. Uncovering underlying health issues (nutrition or exercise aberrations) or guessing the cause of death based on a partial corpse would be examples of Ordinary complexity tasks. Good-complexity tasks would include discovering physical problems that have not yet produced symptoms, or discovering illnesses or ailments that would have killed the corpse, had it not died so soon of other causes. Finally, an Amazing-complexity task would be locating deliberately hidden physical indicators—such as, for example, an artificial cartilaginous implant, or microscopic traces of toxins or viral agents—in either living or dead bodies.

The cost of an examination (assuming the hero isn't working through the normal channels of medical insurance or an official coroner) runs about \$500 per success required. Skill checks can be attempted once per hour for Marginal-complexity tasks, once every six hours for Ordinary-complexity tasks, once every twelve hours for tasks of Good complexity, and once per day for tasks of Amazing complexity.

Treatment

Assuming you don't have access to free medical treatment—and your insurance isn't current—you may need to pay for medical treatments out of your own pocket. Such services are generally limited to patching wounds and otherwise keeping the agent from needing an autopsy, but they may also include treating a variety of illnesses.

A. Injuries. *Simple injuries are often easy to mend with a Knowledge—first aid or Medical Science—treatment skill check. However, such services don't come cheaply, especially if an ambulance ride is included. "On-the-spot" care includes healing stun or wound damage, reviving an unconscious hero, or stabilizing a dying hero. But if a hero still has wound damage afterward (all of the damage wasn't healed) the medical personnel will insist on taking the hero to a hospital.*

Additional treatment in a hospital consists of doctors and nurses patching up any additional wound damage in the emergency room

with an application of Medical Science—surgery (to heal either mortal damage or leftover wound damage). This is inevitably followed by a hospital stay while natural healing takes over (see Chapter 3: Heroes in Action in the Player's Handbook). Note that heroes who actually take the time to properly rest receive a –2 step bonus to any Resolve—physical resolve checks made to recover.

Heal stun	\$100
Heal wound	\$200
Knockout recovery	\$100
Stabilization	\$500
Surgery	\$5000
Ambulance	\$300
Hospital stay	\$1000/week

B. Pathogens. Occasionally, heroes wade into the bacteriological soup and get some on them. Medical Science—treatment can assist with a hero's Constitution feat check to resist or throw off the effects of disease. But no modifier applies if the hero doesn't remain under the doctor's care—which involves a hospital stay, or at least bed rest. Note that a hero with a disease of Good or Amazing strength is almost certainly going to be quarantined.

Disease treatment	\$500
Hospital stay	\$1000/week

C. Venom & toxins. A hero who is exposed to poison of some kind has a short time before the poison takes effect. If someone with Medical Science—treatment is available to administer aid, the poisoned hero receives a –1, –2, or –3 step bonus on his Constitution feat check, and may even attempt the check again, if the onset time has already passed. If the medical personnel have the appropriate antitoxin or antivenin on hand, the poisoned hero may shift the result of his Constitution feat check by two results, vastly improving his chances of survival. See Chapter 3: Gamemasters in Action in the Gamemaster Guide for more on poisons.

General poison treatment	\$200
Antitoxin/antivenin/anti-agent for:	
Hemotoxin	\$250, 0.1 kg, Controlled
Neurotoxin	\$1000, 0.1 kg, Controlled
Necrotoxin	\$500, 0.1 kg, Controlled
Caustic agent	\$200, 0.1 kg, Controlled
Paralytic venom	\$200, 0.1 kg, Controlled
Irritant	\$50, 0.1 kg, Any

D. Radiation. A hero exposed to moderate radiation has just lost several years off his life—or even decades, depending on the strength of the radiation. The complete rules for how radiation affects a living being are in Chapter 3 in the Gamemaster Guide, but the effects of radiation treatment and chemotherapy can reduce those effects somewhat.

Just as Medical Science—treatment can hasten the recovery of a victim of disease, it can help a hero with radiation sickness. The treatment, however, is considerably more costly—and even with it, the possibility of side effects farther down the road is never quite erased.

Radiation treatment	\$5000/week
---------------------	-------------

Psychological Counseling

Nearly every covert organization that employs more than a dozen people employs a psychologist. That includes the Hoffmann In-

stitute. Obviously, a mentally healthy operative is more desirable than one who might succumb to stress or fear and fail to perform. But more important, a happy agent is less likely to betray the agency for which he works.

Psychotherapy becomes necessary when a hero's anxieties or phobias affect his performance. In game terms, a hero whose psychological flaw (such as Abductee, Obsessed, Phobia, Spineless, or Temper) has triggered, or who has suffered a Critical Failure on a Resolve—mental resolve skill check, probably requires the aid of someone with the Medical Science—psychology skill.

Psychotherapy is a complex skill check, as explained in Chapter 4: Skills in the Player's Handbook. Skill checks may be attempted once per day (for Marginal disorders): once per week (for Ordinary disorders), once per month (for Good disorders), or once per year (for Amazing disorders).

A hero with only a 2-point flaw, or who Critically Failed a Resolve—mental resolve skill check has a Marginal disorder. A 4-point flaw is an Ordinary disorder, and a 6-point flaw is a Good disorder. A hero who has any two such problems is also considered to have a Good disorder. And a hero who has any three of these problems—or indeed, a hero who has gone completely around the bend—has an Amazing mental disorder.

Once the complex skill check is complete, the subject may either remove a flaw by paying only the cost, (rather than cost $\times 2$) or he may choose to pay the usual cost $\times 2$ to remove the flaw before achieving 6th level. See Chapter 8: Achievements in the Player's Handbook for more information on spending skill points to remove flaws.

If a hero must seek therapy elsewhere, the cost of the counseling is based on the severity of the illness. The cost is paid per skill check attempted by the therapist.

Counseling for Marginal disorder	\$40
Counseling for Ordinary disorder	\$100
Counseling for Good disorder	\$250
Counseling for Amazing disorder	\$500

Drugs

The drugs below aren't any of the over-the-counter stuff. Those are so varied that they're better left for the medical journals to cover. The ones below bear explaining precisely because they come up from time to time in our work. The simple rule here is: Don't mess with any of this stuff without seeking the advice of a qualified physician first.

All drugs are available only to heroes with the Medical Science skill. Like nearly every organization, the Hoffmann Institute has a strict policy regarding the use of "recreational" pharmaceuticals, and unless you like begging for spare change, you'll observe that policy.

A. Atropine. In addition to its various uses in trauma medicine—it is often issued to combat troops who may face nerve agents in the field—atropine has proven useful against some of the foes a Hoffmann agent faces. For reasons we don't yet understand, it's proven amazingly effective against diabolic hellfire. However, agents are cautioned not to rely too heavily on the use of atropine in hazardous situations. Each dose issued to agents also includes one dose of antidote (physostigmine), which must be administered within 5 minutes of the injection of atropine.

Atropine must be injected directly into a major blood vessel—usually in the heart or the thigh—to be effective. As a derivative of belladonna, atropine is also technically a poison (neurotoxin; Insinuate, +2 penalty to Constitution feat check, onset 1 phase, duration 5 minutes). Note that administering the antidote simultaneously with the atropine reduces the penalty to 0 and reduces the grade of any remaining damage (from mortal to wound or wound to stun).

When used within one minute prior to suffering mortal damage from the Diabolism—hellfire Arcane Magic FX skill, the atropine degrades the damage to wound damage.

Attempting to inject an unwilling character with atropine requires an Unarmed Attack skill check.

Atropine \$50/dose, 0.1 kg, Controlled

B. Steroids. Though anybody in their right mind avoids anabolic steroids, there are those who believe that “when used safely, steroids are the quick road to strength and stamina.” To an extent, this is true, and anyone who uses them in conjunction with a program of exercise and nutrition will see results.

After a month on such a program, the user’s Strength and Constitution scores increase by 1 point—even past normal species limits.

However, the gains vanish after about two weeks if use of the steroids is discontinued—faster if the exercise and nutrition program is also dropped. Those who maintain the program—or just the use of the steroids—for more than three months acquire the Temper flaw at the 2-point level, with no corresponding gain in skill points. For each additional three months the hero continues to use steroids, the degree of the flaw increases, to the 4-point level, and finally the 6-point level. The flaw is triggered by any challenge to the hero’s pride.

Furthermore, after four months of steady use, the hero develops a chemical dependency on anabolic steroids, acquiring the Obsessed flaw at the 2-point level. This also increases, to the 4-point level after eight months, and to the 6-point level after one year. The flaw is triggered by going without anabolic steroids for more than one week.

Both of these flaws can be removed per the rules in Chapter 8: Achievements in the Player’s Handbook—but only if the steroid use is discontinued.

Not surprisingly, nontherapeutic sale or use of anabolic steroids is illegal in the United States and many other countries. Heroes who wish to acquire them where they are illegal pay 5 times the listed price.

Anabolic steroids \$100/week, 0.1 kg, Controlled

C. Hallucinogens. Hallucinogens are the recreational drug of choice for those too stupid to buy televisions. Unfortunately, they also get used quite a bit on operatives, if only to make them wonder whether it was the cow-tipping Greys or the cast of *Jesus Christ, Superstar* who were responsible for the crop circle.

When a hero has been injected with or otherwise exposed to hallucinogenic drugs, fantasy becomes difficult to distinguish from reality. The hero receives a +4 step penalty to all of his actions and action checks, with a reduction of 1 step per hour until the effect wears off completely. (Weaker mixtures may begin at a lower penalty.)

Using a hallucinogen against an unwilling target in combat requires a successful Unarmed Attack roll, and the victim is entitled to a Constitution feat check to fight off the effects: Ordinary, penalty reduced by 1 step; Good, penalty reduced by 2 steps; Amazing, penalty reduced by 3 steps.

At the very least, though, the hero’s recollections of events while he was hallucinating will be open to interpretation. The hero receives a penalty to his Intelligence feat check to recall actual events while the drug was in effect, equal to the penalty suffered at the time.

Hallucinogen \$25/die-step, 0.1 kg, Controlled

D. Cyanide. The Hoffmann Institute is not in the habit of issuing cyanide—except in extreme cases—but some agencies do supply it to their agents in case their cover is compromised, and the other alternative is far worse.

Cyanide is a neurotoxin that attacks the respiratory system, leaving the victim unable to breathe. The onset time depends on the vector; exposure can occur due to inhalation, contact, or ingestion.

Cyanide is obtainable through a range of sources, (it is a chemical used in a variety of industrial processes). The common form in the espionage and surveillance business is the cyanide capsule, which is meant to be ingested. The price, mass, and availability listed below are for that variety.

Vector	Onset Time	Duration	CON Feat Modifier
Inhaled	1 min	30 min	+2
Contact	5 min	1 hour	–1
Ingestive	15 min	1 day	+1

Cyanide capsule \$25, .01 kg, Controlled

Exotic Drugs

Some drugs are too strange to be illegal—yet. Some chemical combinations introduced to Earth by the Strangers play serious physiological tricks on the human body, while others are just bad-tasting candy. Still, every operative should be familiar with them and their antidotes.

A. Psi Blockers. The kinori apparently developed these dermal patches as a way of leveling the playing field with the Greys. Psi blockers inhibit a creature’s ability to expend psionic energy.

The kinori jealously guard their supply of psi blockers, but have been known to supply them to their human pawns. The surplus is available only on the black market (see “Going Outside the Institute”), at the price-per-dose listed below.

Applying a psi blocker patch against a target in combat requires a successful Unarmed Attack roll, and the victim is entitled to a Constitution feat check to fight off the effects: Critical Failure, drains all remaining psionic energy points; Failure, drains 2d4+2 points; Ordinary, drains d4 points; Good, drains d4–1 points; Amazing, drains d4–2 points.

Psi blocker \$500/dose, .01 kg, Military

B. Mutagenic Serum. Many respected scientists deny it, but humankind currently has the technology not only to alter the genetic code of an unborn child, but also of fully grown adults. We just didn’t develop it on our own; mutagenic serum may have come originally from the kinori or the etoile, or even the Greys. No species has claimed it, though several have used it.

The serum is retroactive genetic pathogen, in that it “undoes” the work of nature to create mutations. Unlike genetic engineering of unborn fetuses, however, mutagenic serum produces no planned effect; the results are random—and often horrific. Those injected with the serum begin to undergo physiological alterations almost immediately, though they usually don’t manifest perceptibly for about 48 hours. The last of them usually manifests without about two weeks.

The mutations are determined randomly. The Gamemaster should use the rules in Chapter 13: Mutants in the Player’s Handbook to generate d4 mutation points, and d4+2 drawback points for the hero in question. At the Gamemaster’s discretion, though, the mutagenic serum in question can have been carefully tailored to produce a specific effect, in which case d4+3 mutation points and d4+2 drawback points are generated.

Using mutagenic serum against an unwilling target in combat requires a successful Unarmed Attack skill check. The serum is extremely difficult to locate and purchase, even on the black market.

Mutagenic serum
\$15,000/dose, 0.1 kg,
Restricted

C. Ekimmu Essence. Back in 1987, New Orleans police raided a crack house and discovered a freezer full of yellowish-gray biological samples. When the Hoffmann Institute was called in to investigate, we discovered that the samples were the medium in which the parasitic ekimmu microorganisms effected their transfer from host body to host body. Even more chilling was the discovery of a kind of hypodermic “applicator gun,” designed to inject that yellowish-gray fluid into living beings.

The only problem with the gun was that the medium samples couldn’t keep the microbes alive outside a living body. Apparently, the freezer was part of the research into overcoming that design flaw. But a couple years ago, a Hoffmann analyst working on ekimmu sightings came up with the theory that the device could also be used to extract some of the ekimmu organisms from their current host, then inject them into another living being without the usual “bite-on-the-neck” routine. In effect, an ekimmu could poke itself with the gun, “loading” it, then turn around and stick the needle into someone else. Unsanitary, to say the least.

We do not know if any of the ekimmu have actually thought to use the “gun” in this fashion, but the theory is sound.

Using any sort of hypodermic device to extract ekimmu microbes from one living being and inject them into another follows the same rules as for forcibly administering drugs. Injecting ekimmu essence against an unwilling target in combat requires a successful Unarmed Attack skill check. A Failure results in a clean miss, while a Critical Failure results in the “sample” being lost. The effects of the ekimmu

microbe on a living being are described in Chapter 8: Xenofoms in the DARK•MATTER Campaign Setting.

Ekimmu essence

priceless, .01 kg, Restricted

D. Anti-Etoile Nanites. While sandman nanites can turn an ordinary human being into a silicon zombie, the etoile aren’t the only ones in the nanotechnology game. For years, the Hoffmann Institute has been financing the development of a variety of nanite programmed to seek out sandman nanites in an infected host and destroy them before the transformation is complete.

The cost of anti-etoile nanites is virtually incalculable. Currently, only the Hoffmann Institute has them—and they are, at best, still in the experimental stage. While the Institute is always looking for those who may have been infected by sandman nanites to volunteer to test the latest batch of nanites, the ultimate purpose is to prevent important Hoffmann personnel from being forever changed into servants of the etoile. Lower-tier Hoffmann Institute employees may not be able to receive the nanite treatment if a higher-ranking operative is also infected.

Nanite infection is treated as an Amazing-strength disease, with an onset time of 3d4 hours, and the victim is allowed Constitution feat checks to combat the “illness” before it takes hold. If the result of this check is Good or Amazing, the sandman nanites fail to take hold.

Anti-etoile nanites introduced into the victim’s system during this time grant a –2 step bonus to the Constitution feat check. If this check results in the sandman nanites failing to take hold, they are completely destroyed, but the victim suffers 2d4 points of stun damage as a result of the war just waged in his bloodstream. Both the sandman and anti-etoile nanites eventually dissolve and pass harmlessly out of the victim’s system.

If sandman nanites have already taken hold of the victim’s body—that is, if the first Constitution feat check resulted in only an Ordinary success, or a Failure—the anti-etoile nanites can still be introduced into his system. Without them, a victim who “recovers” from sandman transformation has actually become a sandman. With the anti-etoile nanites, though, recovery from the transformation process results in the hero remaining human.

The price on the victim’s body is high, however. His Ability Scores are modified to reflect the damage done by the sandman nanites before they could complete their work: STR –1, DEX +0, CON –2, INT –1, WIL +0, PER +0. These scores can be returned to normal through physical therapy and reeducation—in game terms, the expenditure of skill points. (The Gamemaster may disregard the normal limits for improving Ability Scores when heroes restore their lost scores.)

Anti-etoile nanites

priceless, .01 kg, special



Communications & Security

Covert agencies have an undeniable need to occasionally speak with their agents, about all kinds of things that the rest of the world just doesn't need to hear. Fortunately, there is a wide range of toys to make that possible for you—and impossible for the opposition.

Cellular Telephone

It's just about to the point where you *must* have a cellular telephone to function in Western society. Fortunately, cell phone companies have made it so easy to get them that just about everyone has owned at least one. There's even rumor of a company that's planning to make "dial-and-forget" cell phones that you get out of a vending machine, and can return for a deposit. The cost of a cell phone being almost entirely in connection fees, that would not be surprising.

Cellular phones are all basically the same, though some have the capability to function much like two-way radios within their calling zone. And the bells and whistles don't really add much to the cost—provided you go with the manufacturer's calling plan. The best add-on to get is an extra battery and a charger, since the batteries tend to run down after about 6 hours of continual use, or 18 hours of "roaming" (on, and waiting for incoming calls).

Cellular telephone	\$100, 0.5 kg, Any
Extra battery	\$25, 0.05 kg, Any
Charger	\$50, 1 kg, Any
Integrated pager	\$25, —, Any
"Two-way radio" capability	\$100, —, Any
Calling plan	\$40/month
Pager plan	\$5/month

Hoffmann Cellnet

The Hoffmann Institute realized a couple of years ago that though nearly every agent wanted a cellular phone to stay in contact with the Institute, at least half of them were forgetting to pay their bill, and their superiors couldn't reach them. Worse, a cell of Sandmen had infiltrated a cell phone service company, and were listening in on calls, apparently at random. Bad news.

So Dr. Nakami authorized Facilities & Accounts to pay for a cellular service division completely owned by the Institute. Now Hoffmann operatives can enjoy cellular service without having to go through a third-party company to get it. The telephone is free to employees, and it includes a pager and two-way radio feature. They still pay for the calling and pager plans, but they can get reimbursed for business-related activity, and the Institute doesn't abruptly cancel service—though they will garnish a delinquent employee's wages.

Cellular Interceptor

The biggest problem with cell phones is their inherent lack of security. Nearly anyone can listen in if they have the right equipment. Cellular phones operate on high-frequency radio waves, meaning that they can be monitored by any receiver capable of picking up such signals—including other cell phones. However, since cell phones are programmed to only pick up signals with a certain code—the telephone number—accidental eavesdropping is rare.

But cell phone interceptors are not, especially in the espionage business. With a unit about the size of a small briefcase, anyone can attempt to detect and monitor a cell phone conversation within a 10-km area by listening in on the cellular service's own transmitters. If the cellular phone being used in the conversation passes out of that area, the call is lost. But if the telephone number of the cell phone is known, the interceptor can "dial" it directly, and listen to conversation on that phone no matter where the phone is. The interceptor can even display any numbers dialed on the cell phone by identifying the tones.

Sale of cell phone interceptors is restricted to law enforcement agencies, but the basic parts can be assembled by anyone with the right technical background.

An operator must succeed at a System Operation—communications skill check to eavesdrop on a given cell phone conversation. Better successes indicate a clearer signal.

Cell phone interceptor \$5000, 0.2 kg, Controlled

Caller ID Defeater

Caller identification is the bane of the privacy nut, since it displays not only the caller's name but also his telephone number to the party being called—and stores that information for several days. But with a Caller ID defeater, the display reads only "Anonymous," and gives no telephone number. If an operative needs to make outgoing calls over a secure line, this is a must. Note that Caller ID only actually displays the telephone numbers of other lines set up with Caller ID; if you're sure your phone line doesn't have Caller ID, you don't need the defeater.

Caller ID defeater \$30, 0.5 kg, Any

Telephone Line-Tap

As easy as cell phone conversations are to listen in on, regular land lines are even easier. Connect a couple of leads anywhere on the line in question, and you're ready to go! The leads can connect to a transmitter, but it's usually better to just run them to a dedicated telephone line—that way no one can eavesdrop on your eavesdropping.

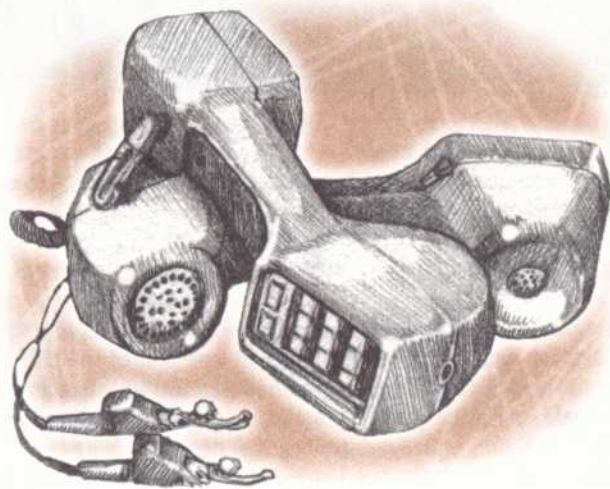
The materials required to perform a wiretap are ridiculously inexpensive; you essentially just pay for the leads and the wire footage. However, it requires a Technical Science—juryrig skill check (and a

few minutes' work) to properly attach them. With any success, the operator of the tap can hear any telephone conversations on the tapped line. Some feedback can exist on a tapped line: the success of the juryrig skill check applies a +2, +3, or +4 step penalty to Awareness-perception skill checks made to notice the feedback.

Telephone line-tap
\$10, —, Any

Lineman's Buttset

Despite their unfortunate name, telephone buttsets are extremely handy devices—essentially a portable, temporary line-tap.



Proper use requires a System Operation-communications skill check and a few minutes of work. If the check fails, the user hears the wrong line, or nothing at all.

Lineman's buttset \$250, 0.5 kg, Any

Tap Detector

This little device is as simple as it sounds. Plug it into the phone line between the set and the outlet, and it flashes a warning light if the line is tapped as described above. It cannot detect microphones or buttsets, however.

Tap detector \$50, 0.1 kg, Any

Black Box

Early hackers—more accurately known as “phone phreaks”—used these little (.05 kg) gadgets to simulate digital telephone tones, convincing the phone system to let them get away with making lengthy long-distance calls for free. They also let a user “bounce” a call through multiple switches, making it that much harder to trace (see below).

Black boxes are pretty darned illegal—but the instructions for building your own can be found on the Internet, and the parts are at Radio Shack. Building one yourself costs you about \$20. Getting caught using it costs you about two years of your life.

Using one allows the operator to attempt an open-ended System Operation-communications complex skill check (one roll per minute). The number of successes he accrues determines how many switches he is able to “bounce” his call through. However, excessive rerouting becomes increasingly difficult; each roll after the first has a cumulative +1 step penalty. The operator of a black box may “end” the complex skill check at any time (usually after picking up a second Failure). A failed complex skill check indicates that the call is lost, and (at the Gamemaster's discretion), the phone company may become aware of the actions and attempt to trace the call.

Black box \$20, .05 kg, Controlled

Telephone Line Tracer

Nearly everyone has seen these things in action, if only on television. The kidnapper calls the victim's family, the FBI tech presses a button on a computer keyboard, and everyone stares at the computer screen.

Tracing an incoming call—assuming the caller isn't stupid enough to be calling a phone set up with Caller ID—requires a line tracer and time. Once per round, the trace operator can attempt a System Operation-communications skill check (one roll per round), accumulating successes as a complex skill check. Each success gives another digit in the telephone number, starting at the first number of the area code. (Of course, savvy callers who wish to keep their location a secret will no doubt hang up after only a few seconds of conversation.)

For each switch the call has passed through to get to the receiving telephone (see “black box,” above), the trace operator receives a +1 step penalty to his skill check. However, superior tracers can reduce these penalties somewhat. The table below gives the penalty reduction and cost of various types of tracers. Note that Amazing-quality tracers require the cooperation of the telephone company. A line tracer weighs approximately 2 kg.

Quality	Penalty Reduction	Cost	Availability
Marginal	—	\$2500	Common
Ordinary	1 step	\$4000	Common
Good	2 steps	\$8000	Common
Amazing	4 steps	\$12,000+	Controlled



Telephone Call Router

Sometimes operatives need to intercept a call meant for someone else. Telephone call-routers allow a character to redirect calls coming in on the selected line to another line altogether; the intended party will never even hear his phone ring. The device displays the telephone number of the incoming caller, in case the agent wants to switch it off and let the call go through. The router must be physically connected to the target line—usually in the telephone equipment room—but is large enough to be fairly obvious, if anyone starts wondering why their phone hasn't rung in a couple of days.

Call Router \$250

ECM

ECM, or electronic countermeasure, describes a wide variety of methods to detect and defeat electronic transmissions. The most common are the jammer, scrambler, and analyzer.

A. Jammer. The telephone jammer emits a constant drone of varying-frequency "white noise." The jammer connects to the suspected telephone receiver, and while the telephone is in use, anyone listening to the conversation via a microphone bug only hears distorted hissing.

The jamming is so pervasive that Awareness-perception and System Operation-communications attempts receive a +3 step penalty.

Audio jammer \$125, .05 kg, Any

B. Scrambler. Just as a jammer defeats microphones, a scrambler defeats line-taps. The scrambler at one end of the call encodes the signal, so that only a similar scrambler at the other end of the call—with the proper decoding sequence—can hear anything other than garbled noises.

The scrambling confers a +3 step penalty to Awareness-perception or System Operation-communications skill checks relying on a telephone line-tap.

Telephone scrambler \$250, 1 kg each, Any

C. Analyzer. Whereas scramblers defeat line-taps, analyzers locate and identify them.

With a telephone analyzer and a successful System Operation-communications skill check, a hero can determine if a line is being tapped, and possibly by what method, depending on the result.

On an Ordinary result, the user detects line-taps (including line tracers and butt sets). On a Good success, the hero knows what kind of device is being used to tap the line. And on an Amazing success, the hero knows approximately how far away, in meters, the line is being tapped.

Telephone analyzer \$4000, 1.5 kg, Common

Surveillance

While many of you may have turned to the weapons report first, your second stop should be here. Surveillance—gathering information and turning it into intelligence—is most likely going to be your primary role in the Hoffmann Institute. It's the same with the CIA, the AFT, the Rosicrucians, and even the Hidden Order. We can't fight what we don't understand, and we can't understand what we can't perceive.

You will no doubt want to requisition some of this stuff on an ongoing basis, which we actually encourage. But try not to go overboard! A suitcase full of microphones and transmitters is just as difficult to explain as a suitcase full of guns.

Night-Vision Goggles

"NVGs" use passive light-gathering to improve vision in near-dark conditions. They do require some amount of light in order to function—a cloudy, moonlit night for instance, or a clear night lit by stars. They do not function at all in daylight or in the presence of bright light. The drawbacks are that they remove depth-perception and peripheral vision. We suggest closing one eye when using them, to help maintain your own night vision. Their range is a function of the available light and their quality. Cost for an average set is around \$800, and they weight about 2kg.

Night-vision goggles provide a -2 bonus for counteracting detection modifiers caused by darkness. On a starry night, an average quality set of NVGs allows vision out to 250 meters. Firing a weapon while using NVGs incurs a +1 penalty.

Night-vision goggles \$800, 2 kg, Common

Video

Surveillance demands video these days. Nothing gets the message across quite so clearly as a good video clip, or even a still shot—even if it's taken from near orbit.

Still Camera

The old stand-by of the spy game, ordinary still cameras still see a tremendous amount of use, despite the encroachment of full-motion video surveillance. The best use of still cameras is for static shots—when the subject isn't likely to move—or to get a clean shot of a fast-moving subject (at which even the best video is notoriously bad). Digital cameras—the kind that store the image electronically—are making headway against the old-fashioned film variety, but both have their advantages. Still cameras of both types can be miniaturized and concealed, and the digital variety can also incorporate a transmitter to send still images to a remote.

An example of a Marginal-quality camera would be an off-the-shelf disposable camera, and an Ordinary-quality camera would be an off-the-shelf nondisposable 35mm camera. Good and Amazing cameras are of the high-end variety purchased in camera specialty shops. The quality of the camera provides a modifier for System Opera-

Analyzing Data

Obviously, the first use of surveillance equipment is to allow its operator to look at or listen to things he normally could not—because of distance or intervening obstacles.

In other words, this equipment lets heroes attempt Awareness-perception skill checks they would otherwise not be able to attempt. In many cases, the quality of the equipment can actually provide a modifier to that skill check.

But any kind of recording of the information—audio or video tape, still photographs, and so on—enables analysts to examine the data at length, gathering intelligence and forming conclusions. Here, the quality of the recording—as determined by the result of the skill check to make the recording—provides a modifier to the Knowledge-deduce complex skill check that the analyst must make.

The appropriate skill for gathering video or audio evidence—whether with a still or video camera—is System Operation-sensors. (Note that this is different from merely taking nice pictures, which would use Creativity-photography.) An Amazing result with either provides a -2 step bonus to the analyst's Knowledge-deduce check, while a Good result provides a -1 step bonus. An Ordinary result provides no bonus, but the check is still possible, while a Failure means that the analyst must make the Knowledge-deduce skill check at a +2 step penalty. On a Critical Failure, the analyst cannot even attempt a skill check on the strength of that evidence alone.

tion-sensors skill checks, the result of which can provide a modifier for attempts to analyze the photograph.



Quality	Modifier	Cost	Mass	Availability
Marginal	+1	\$400	0.2 kg	Any
Ordinary	—	\$800	1 kg	Any
Good	-1	\$1200	1.5 kg	Any
Amazing	-2	\$2000	2 kg	Any

A miniaturized camera is 1/10 the size and weight of a normal camera. A concealed camera imposes a +3 step penalty to any Awareness-perception skill check made to notice it.

Video Camera

Video cameras are most useful when you expect the subject to move out of the picture, or if the motions of the subject are important to see. Most video cameras are hooked up to a recording device—usually a VHS videocassette recorder, often part of the camera itself—though some are just meant to be a remote window on things. Some are connected to a transmitter, to make the viewing even more remote. Most handheld models also incorporate a microphone as well. Like still cameras, remote cameras can be miniaturized and concealed.

Few companies produce Marginal-quality video cameras, but black-and-white cameras with only a manual focus certainly qualify. Ordinary video cameras are full color, but still use a manual focus. A Good-quality video camera includes both color and auto-focus, and an Amazing-quality video camera includes color, auto-focus, and zoom. Other "bells and whistles" are available, such as color correction, digital zoom, LCD viewfinder, and extended-life batteries, for example.

As with still cameras, the quality of the camera provides a modifier for System Operation—sensors skill checks, the result of which can provide a modifier to analysis attempts using the recording.

Quality	Modifier	Cost	Mass	Availability
Marginal	+1	\$300	1.5 kg	Any
Ordinary	—	\$500	2 kg	Any
Good	-1	\$750	3 kg	Any
Amazing	-2	\$1000	4 kg	Any

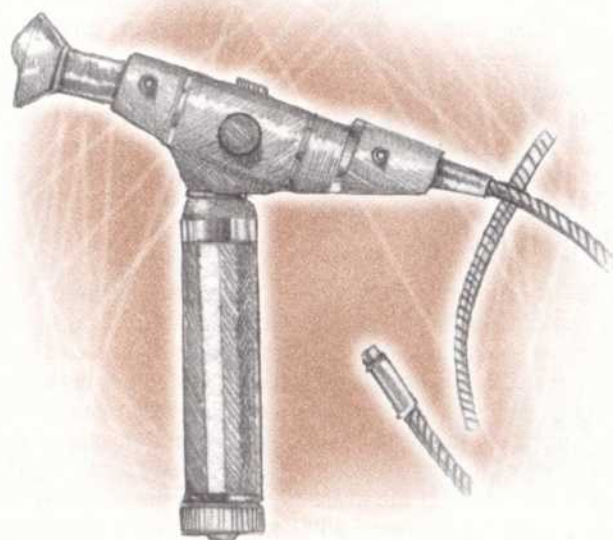
Limits of Digital Imaging

Digital imaging does not let you see the invisible. If one side of a target is turned away from you, digital imaging won't let you rotate your image until you can see the other side. If the lens of the digital device doesn't capture the image, you don't have it. Gamemasters should be careful to monitor what the heroes can actually see and limit "digital enhancement." If the heroes insist on using computers to rotate the image and interpolate something the camera didn't capture, Gamemasters should feel free to feed them false information.

Video Shades

Incorporating a tiny "pinhole" camera and a microtransmitter, these otherwise ordinary sunglasses see whatever the wearer sees. They include a microtransmitter with a range of about 100 meters.

"Video" shades, b&w	\$4000, 0.1 kg, Controlled
"Video" shades, color	\$5500, 0.1 kg, Controlled



Fiber Optics

Fiber optic cable is already a well-known solution to the shortcomings of traditional coaxial cable, but it also lets cameras look into tight spots, and even around corners—something previously only possible with a mirror on an angled rod or stick. Of course, when your fiber optic cable is shot up instead of a mirror it'll cost more to replace, but at least you'll know there's something hostile there. The basic "fiber scope" includes a small viewer, and is not electronic in nature; it's just a flexible periscope. However, with an adapter, the scope can be connected to a camera or a monitor.

Fiber optic scope w/1m cable	\$600, 0.5 kg, Com
Fiber optic scope w/2m cable	\$800, 1 kg, Com
Fiber optic scope w/3m cable	\$900, 1.5 kg, Com
Monitor	\$350, 1 kg, Any
Adapter	\$50, 0.1 kg, Any

Surveillance Satellites

Satellite photography is a wonderful tool for getting a bird's-eye view of a situation. Satellite cameras are so powerful these days that they can read a license plate from orbit. And there are rumors of others that can read the writing on the back of a matchbook cover. But those are the high-end models. Most just take pictures of 100-km-wide areas, leaving analysts back on the ground to figure out the significance of all the dots and boxes.

Lenses & Lighting

More detail can greatly clarify the subject of a photograph or video image, and there are two ways to achieve this.

The first is the lens. A camera can be fitted with a different lens (macro, wide-angle, zoom, etc.) to emphasize a different sort of detail. At the Gamemaster's discretion, the use of the appropriate lens gives a -1 step bonus to a System Operation-sensors skill check.

The second method is proper lighting. Even in well-lit rooms, the illumination may not be optimal for photography or remote video. At the Gamemaster's discretion, the lighting in a given area may apply anywhere from a +2 step penalty to a -2 step bonus to System Operation-sensors skill checks attempting to glean information from the photograph or video image. Light levels beyond these ranges usually leave the image so over- or underexposed as to be useless.

There are two big problems with satellite imaging. First, it can only take pictures of specific things as those things pass under the satellite. The satellite moves in a specific pattern, and if the subject isn't in the right place at the right time, the satellite can't be relocated to get the picture. And some subjects are "satellite-savvy" enough to know when the satellite is going to pass overhead—and get out of sight until it's gone.

Second, surveillance satellites can only photograph what they're told to photograph—which requires some planning ahead, since by the time the image gets from Earth orbit to an operator and the operator reacts by pressing the "shutter," the target may be out of the picture (especially with those "read-a-matchbook" shots).

In most cases, an operative who gets any kind of satellite intelligence will get an enhanced section of a larger-scale photograph, with the important stuff already indicated with circles and arrows and a paragraph on the back.

When an agent is handed the raw data—the large-scale photo—he may attempt a complex Knowledge-deduce skill check (as described under "Analyzing Data") to determine the implications of the photo. Other heroes may assist with System Operation-sensors.

Heroes attempting to analyze satellite reconnaissance photographs in this fashion may receive a further -1 step bonus to their analysis attempts if enlargements of the pertinent areas are available.

Audio

Audio surveillance nearly always involves a microphone of some kind—and it's usually both miniaturized and concealed. The Cold War taught the world's governments a lot about eavesdropping on each other's conversations, most of which is now in use by agencies that gather intelligence on the Strangers, their allies, and their activities.

All items listed here include a set of headphones.

Using a microphone to eavesdrop provides a modifier to Awareness-perception checks for an Ordinary, Good, or Amazing quality microphone. If the microphone is used to make a recording, then the quality of the microphone provides a modifier to the Awareness-perception skill checks of anyone attempting to analyze the recording.

A. Pickup mike. The standard microphone, designed to "pick up" sounds within a few meters.

Sounds originating farther away than 1 meter accrue a +1 step penalty per meter on skill checks to hear or analyze the sounds. Microphones can be miniaturized (reducing size and mass by 90%) and concealed (which inflicts a +3 step penalty to Awareness-perception skill checks made to notice them). Prices depend on how the microphone affects Awareness-perception checks. These same modifiers apply to System Operation-sensors checks to make recordings for analysis.

Quality	Modifier	Cost	Mass	Availability
Marginal	+1	\$20	.05 kg	Any
Ordinary	—	\$100	0.1 kg	Any
Good	-1	\$150	0.1 kg	Any
Amazing	-2	\$200	0.2 kg	Any

B. Parabolic mike. The specific function of this microphone is to pick up quiet sounds at a distance. Otherwise, it functions just like an ordinary pickup microphone.



The modifiers for distance are +1 step for every 10m of distance between the dish and the source of the sound. Parabolic microphone systems can be hand-held, or mounted, usually on a tripod.

Parabolic microphone \$300, 2 kg, Any

C. Shotgun mike. The big difference between the "shotgun" microphone and the average pickup microphone is range, but the

shotgun mike is also designed to pick up sounds in a very narrow "corridor" about 1m wide, rather than all around.

To properly use this sort of microphone, the operator must attempt a System Operation—sensors skill check. The degree of success determines the quality of the intercepted sounds. Unfortunately, the microphone cannot pick up any other sounds, unless they happen to originate between the operator and the target. Shotgun microphones cannot be miniaturized.

Shotgun microphone \$300, 1.5 kg, Any

D. Contact mike. Originally designed for bomb-disposal applications, contact mikes allow the operator to hear through walls, packages, doors, and so on, merely by placing the suction-cup microphone into contact with the surface in question.

The thickness of the material impedes the operator's System Operation—sensors check for sounds originating on the other side of the material, applying a modifier based on the quality of the object's toughness.

Toughness	Modifier		
Quality	+1	+2	+4
Ordinary	10cm	20cm	30cm
Good	10cm	15cm	20cm
Amazing	5cm	10cm	15cm

Contact microphone \$200, 0.5 kg, Any

E. Induction mike. Using the same sort of technology, a telephone induction microphone can be attached the telephone receiver, near the earpiece, and picks up both sides of any conversation for which the phone is used. Unfortunately, this microphone is incredibly obvious—it does not function as a "bug."

Telephone induction microphone \$25, .05 kg, Any

F. Laser mike. Laser technology has made it possible for microphones to hear through solid objects at a distance, by measuring the vibration of the object due to sounds originating on the other side. So far, this is only really effective to pick up sounds on the far side of a glass window, but an operative's mileage may vary.

Modifiers for the sort of material are the same as for contact microphones (see above), with the major difference that the laser microphone need not be attached to the surface. An additional penalty of +1, +2, or +3 steps applies to System Operation—sensors skill checks for sounds originating on the far side of the solid object if the solid object is 10, 20, or 30 meters distant, respectively.

Laser microphone \$1000, 1.5 kg, Com

Police Scanner

When you're on a stakeout, you actually worry less about the target or the police noticing you, and more about concerned citizens. One call to the police about "suspicious people" in the neighborhood, and you've got about 15 seconds between the time you hear the siren and when the cops arrive with questions you don't want to answer. If you'd been listening to the police's radio communications, though, you'd have something more like two or three minutes to drive leisurely away.

Police-band scanners mount underneath the dash of your car (though desktop and handheld models are available), and look like a complicated CB radio without the microphone. In addition to knowing when the police are coming for you, you can listen in on other emergency broadcasts—fire, medical, animal control, whatever. Sometimes knowing what the authorities are up to can give you the lucky break you need to wrap up a case.

The law is pretty clear on using police-band scanners: if you're just "being nosy," it's not a crime. But if you use a scanner in the commission of a crime, then you're in trouble. Since the Hoffmann Institute knows you're not breaking the law to fulfill your assignments, that should not be a problem, right?

If an agent is using a police-band scanner as an "early-warning" system for her own activities, the agent gains a -1 bonus on Awareness checks to notice police or other emergency personnel in the area. Note that a police-band scanner won't generally pick up private channels, such as those used by security personnel.

If an agent is using a police-band scanner to keep tabs on local happenings, he gains a -1 step bonus on Stealth—shadow and Investigate—track skill checks.

Handheld police-band scanner \$69, 1 kg, Common
Desktop police-band scanner \$139, 2 kg, Common
Mobile police-band scanner \$139, 2 kg, Common

Transmitters

The best video and audio devices are completely useless if you can't actually be there to see what they're seeing, or if you can't get to—or hide—the recording unit easily. Transmitters make it possible to perform surveillance on someone or something you can't actually get close to.

A. Microtransmitter. The mainstay of surveillance is the microtransmitter, a tiny radio device about the size of a nickel, used to send a signal to a waiting receiver. In conjunction with a miniaturized microphone, this is commonly called a "bug."

Microtransmitters are often sold as part of an integrated package with a miniaturized video camera or microphone—and the package is often concealed in a clock, mirror, pen, or what-have-you. The concealment tends to increase the cost somewhat, if the concealing item is to remain functional (and thus not alerting the target). Below are some typical configurations and their costs:

The quality of the device determines its maximum transmission distance:

Quality	Range	Cost	Mass	Availability
Marginal	100m	\$100	—	Com
Ordinary	200m	\$150	—	Com
Good	400m	\$200	—	Com
Amazing	800m	\$300	—	Com

Microphone pen
(Marginal microphone & transmitter) \$125, .05 kg, Com
Microphone calculator
(Ordinary microphone & transmitter) \$400, 0.1 kg, Com

Microphone power outlet (Good microphone & transmitter)	\$500, 0.1 kg, Com
Smoke detector camera (Marginal camera, Ordinary transmitter)	\$400, 0.2 kg, Com
Clock camera (Ordinary camera & transmitter)	\$500, 0.2 kg, Com
Mirror camera (Good camera, Ordinary transmitter)	\$700, 1 kg, Com

B. Electronic tracking system. Another form of microtransmitter merely sends a steady signal, which is then picked up by a special receiver that tells the operator which direction the signal is coming from and how far away it is. The receiver's antennae pick up the signal and the receiver displays it—with varying degrees of clarity—to the operator.

The transmitters are identical in range and cost to ordinary microtransmitters. The cost of an electronic tracking system lies in the receiver's ease of use, providing a modifier to System Operation—sensors skill checks. The Amazing-quality models actually sound an alarm when the target moves!

Quality	Modifier	Cost	Mass	Availability
Marginal	+1	\$3000	1 kg	Com
Ordinary	—	\$6000	2 kg	Com
Good	-1	\$10,000	3 kg	Com
Amazing	-2	\$14,000	4 kg	Com

C. Miniature light stick. The low-tech version of the electronic tracking device is the miniature light stick. Using it is even simpler: Simply attach the adhesive-coated side to the back of the target's vehicle and follow it. The chemicals inside stop providing light after about an hour's use.

Agents using this simple device gain a -1 step bonus to Awareness—perception checks to spot the vehicle.

Box of 50 light sticks \$40, .01 kg each, Any

D. Voice-activated transmitter. Transmitters often betray their presence by the very fact that they constantly transmit data using high-frequency radio signals. The longer the signal transmits, the more chances someone has to detect it. One answer is to use a voice-activated transmitter, one that only sends its signal when the noise level in its pickup area reaches a certain volume, and shuts off automatically when the volume drops below that level. As most "bug-sweepers" merely try to locate the signal—but make a lot of noise in the process—voice-activated transmitters are more difficult to locate.

These transmitters confer a +1 step penalty to attempts to locate them (which requires System Operation—communications).

Voice-activated transmitter 2×, 2×, Common

E. Digital burst transmitter. Digital burst transmitters are an extension of the voice-activated variety, in that they only record the data, but don't transmit it right away. Instead, the transmitter compresses the data into a smaller "packet," then transmits that packet later, over about the course of a single second. These "microbursts" can be programmed for specific times, or for when

the transmitter's storage buffer is full, or they can be activated by remote signal.

They cost five times the price of a regular transmitter, but confer a +3 step penalty to attempts to detect their transmissions.

Digital burst transmitter 5×, 2×, Common

Recorders

Cameras and microphones are almost certainly going to lead to a recorder of some kind, even if they pass through a transmitter first. Recorders make it possible to study the sounds or images captured by the camera or microphone at one's leisure, instead of making a snap judgment.

The quality of the recording equipment can provide a modifier to Knowledge—deduce complex skill checks, possibly offsetting modifiers for the situation—but only if the playback equipment used in the analysis is of equal or better quality.

Examples of recorders include video and audiotape, and electronic media such as recordable CD drives and mini-disc recorders. The cost is based on the quality and type of recorder. Recorders weigh 1 kg per level of Quality.

Medium	Quality		
	O (—)	G (-1)	A (-2)
Audio tape	\$50	\$150	\$300
Video tape	\$100	\$250	\$500
Recordable CD	\$150	\$500	\$1000
Recordable mini-disc	\$500	\$750	\$1000

Detectors

Detectors are those devices meant to pick up a specific sort of target by analyzing part of the electromagnetic spectrum. If it gives off visible light, infrared light, ultraviolet light, microwaves, radio waves, gamma rays, radio waves, or even just causes fluctuations in the air, there's a way to detect it.

A. Bug sweeper. Probably the most commonly used tool in an operative's arsenal, the bug sweeper is a handheld device that measures radio frequency signals and looks for "suspicious" wavelengths.

Use of a bug sweeper grants a bonus to Investigate—search skill checks made to locate hidden transmitters. The Marginal-quality sweepers have the advantage that they can fit in a pocket, and vibrate to indicate a signal, while the Amazing-quality sweepers tend to be an entire tool bag full of electronic meters and sensors.

Quality	Modifier	Cost	Mass	Availability
Marginal	-1	\$1000	0.5 kg	Any
Ordinary	-2	\$2000	1 kg	Any
Good	-3	\$4000	2 kg	Com
Amazing	-4	\$6000	3 kg	Com

B. Metal detector. This is the device most commonly used on operatives, if only at the airport. Metal detector wands look something like a slim handheld vacuum cleaner, and are used to pick up concentrations of metal up to about 20 cm away for larger objects (1 kg or greater). They generally beep when they pass over the metallic object.

Use of a metal detector wand negates up to three steps of concealability penalty for metallic objects (such as most firearms and knives).

Here are two useful tidbits about metal detector wands. First, you can boost the gain (with a successful Technical Science—juryrig skill check) so that it's sensitive enough to tell the difference between a normal human and a sandman by detecting the metal in the sandman's body. Second, the electromagnetic field generated by the boosted wand damages their nanites. For each full round of contact with a sandman's body, the sandman suffers d4s. Of course, the gain has to be set so high to do this that it also stops watches and interferes with pacemakers, so the Hoffmann Institute doesn't recommend this tactic.

Metal detector wand \$150, 1 kg, Any

C. "Life detector." Believe it or not, it's possible to search for living creatures by scanning for infrared light. This handheld tool looks something like a flashlight, and can point out the presence of anything producing heat between 0 and 100 degrees Celsius. The range of the device is based on the size of the target: Assuming a normal heat output, the maximum detection range equals 5 meters for every kilogram of the creature's weight, meaning that an average human can be detected—even while hidden—at a range of 300 to 400 meters.

Use of a life detector negates two steps worth of penalties to the appropriate Awareness skill check granted by the target's successful Stealth-hide skill check. See Chapter 4: Skills in the Player's Handbook.

Life detector \$125, 0.5 kg, Common

D. Trajectory detector. Currently available only to the military, the trajectory detector uses a computer and tripod-mounted sensors to extrapolate the course of a bullet backward from where it hits—in essence, pointing out the shooter. And it does its work faster than it takes to explain, offering instantaneous location of gunfire—even automatic gunfire. The drawback is that it cannot work until the shooter fires.

When a hidden shooter fires, the detector negates all detection penalties granted by a successful use of Stealth-hide.

Trajectory detector \$5000, 4 kg, Military

Accessories

Cameras and recorders and detectors make all of this covert stuff possible. Below are some items that make it easier.

A. Tripod. When you need to take aim and then keep it for a while, you'll want a tripod. Use of a tripod ensures that your camera, or telescope, or microphone—or gun—stays aimed, and you don't waste time reacquiring a target that wasn't moving anyway. Tripods can also get equipment up off the ground and keep it there without you needing to stay and hold it.

Tripod \$45, 2 kg, Any

B. Rifle stock mount. If you expect to point a camera or telescope at something a long way off—but don't intend to stay long enough to need a tripod—you'll want one of these, instead.

Use of a rifle stock mount grants a 1 step penalty reduction based on range to any System Operation skill check made with the attached equipment.

Rifle stock mount \$50, 1.5 kg, Any

C. Earpiece. Many electronic devices make noise, either to tell you they've detected something, or just to let you listen in. An earpiece—basically a wire with a plug that goes in your ear—lets you listen to the device without others hearing what you're hearing.

Use of an earpiece negates any penalties for Stealth-hide skill checks due to the noise of the device.

Earpiece \$10, .01 kg, Any

D. Headphones. Headphones do everything an earpiece does, but they also cover up any background noise in the wearer's area.

Using headphones while making a sound-related System Operation skill check via an electronic device grants a -1 step bonus to the check. They also inflict a +1 step penalty any Awareness-perception checks that depend on the wearer's ability to hear her environment.

Headphones \$80, 0.2 kg, Any

Triggers

Many of the devices listed here need to or can be activated by specific kinds of events. Activation triggers can use sound, light, heat, pressure, and radio waves—basically, anything that can be detected—to tell another device to do its thing.

Note that automatic triggers can also be attached to weapons. A great many bombs work on that very principle.

Setting up a trigger requires a Technical Science—juryrig skill check (which should be made by the Gamemaster in secret). On an Ordinary success, the device triggers properly upon a general event described by the hero ("When a heavy weight is placed upon it"). On a Good success, the triggering event can be more specific ("When more than 50 kg is placed upon it"). On an Amazing success, the triggering event can be even more specific ("When between 50–80 kg are placed upon it"). On a Failure, the hero believes she has achieved an Ordinary success, but the device fails to trigger at all. On a Critical Failure, it triggers the first time anything remotely like the described event happens—for instance, when any weight at all is placed upon it.

Trigger mechanism \$20, 0.5 kg, Any

Information Warfare

Very few Hoffmann operatives get hired because they're good soldiers. That's because the Institute subscribes to the theory that in an open war, the superior weapons of the Strangers would wipe us all off the face of the map. Instead, the Institute relies on "information warfare" to outwit the Strangers and avoid straight-up conflicts.

"Information Warfare" (IW) is a term coined in 1985 by a Chinese soldier, and eventually picked up by the U.S. and other governments. It describes the practice of using traditional channels of information—via television, radio, newspapers, the Internet, and often just plain word-of-mouth—to take all the fight out of the enemy. It really puts punch in the expression: "Knowledge is power."

Most government and military agencies are only slowly beginning to realize that there's more to outwitting the opposition than just outmaneuvering him on the battlefield, or outsmarting him logistically. The Chinese immediately recognized the value of IW. After all, they've had Sun Tzu hyping it to them for the last 2500 years:

"If you know the enemy and know yourself, you need not fear the outcome of a hundred battles. If you know only yourself, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle."

In some ways, the Hoffmann Institute is a testing ground for Information Warfare (IW) techniques and technology. Considering how high-tech some of our targets are, we need access to the best ways to gather info and intel on them, before they do the same to us.

Information Warfare Terms

Too many operatives confuse the terms "information" and "intelligence," so here's a quick primer. Information is how many bad guys you see, and what type they are. Intelligence is identifying that those bad guys represent a specific type of scout unit, which leads a strike force, and what such a force is likely doing in that particular place, and so on. In short, info is what you perceive, and intel is what it means to you.

Intel falls into several categories. First, there's "human intelligence" (HUMINT). That's when you convince somebody to tell you what you want to know. The British and Israeli governments are the kings of HUMINT. In game terms, these are contacts and informants.

Next is "photographic intelligence" (PHOTINT)—gathering and interpreting satellite surveillance, microwave scans, aerial photography, and even drawings. PHOTINT is sometimes as hard to gather as HUMINT—and as dangerous—but has proven every bit as invaluable again and again.

Finally, there's "signal intelligence" (SIGINT), which is broken down further into "communications intelligence" (COMINT) and "electronic intelligence" (ELINT). COMINT deals primarily with communications signals, such as those from long-

range high frequency (HF) radios, short-range very high frequency radios (VHF), and even microwave and satellite uplinks. ELINT is more commonly associated with noncommunications emitters (radars and such).

All of these come together in "information operations" (IO), which try to process the information and decide which of the options on hand will do the most damage to the enemy.

Computers

Computers are essential tools in information warfare—even if they only let us access cnn.com. Computers process information and spit out intelligence, display tactical maps, access databases—even allow for virtually silent communication. The U.S. military "Land Warrior" outfit (see "Paramilitary Equipment") ties all these systems together in a lightweight package—and also connects to a camera on the soldier's weapon, giving both him and his superior a "gun's-eye view" of situations (useful for seeing around corners, for example).

Modern computers are slowly moving away from the bulky desktop models toward 2-kilogram notebooks and half-kilogram "palm-top" models (what Progress Level 6 will one day call a data slate). In what may be a case of retroengineering of alien technology, miniaturized computers—essentially palmtops with a bit more oomph—are beginning to show up in half-kilogram forearm-mounted versions resembling PL 7 computer gauntlets.

Computer	Cost per Quality			
	M	O	G	A
Notebook computer	\$1000	\$2000	\$4000	\$8000
Palmtop	\$300	\$600	\$900	\$1200
"Gauntlet"	\$10K	\$15K	\$20K	\$25K

Display Systems

The development of flat-screen technology has made monitors thinner and lighter, enabling even tiny computers to display large pictures without a corresponding increase in weight. It certainly makes the back of a surveillance van roomier. A 40-cm flat-screen monitor weighs approximately 2 kg, reducing the weight of desktop computers to a mere 5 kg.

Flat-screen monitor \$1000, 2 kg, Any

Computer Programs

The paradox of useful tools is that they make dangerous toys. While most people are content to use them as the tools they were designed to be, others simply can't resist playing with them.

Computer programs are such tools. With computer hackers proving again and again that information is the most difficult treasure to guard, governments are finally getting into the act

and using computer programs to gather intelligence, handicap opponents, and even to wage war.

The following are some examples of widely used programs available right now, to just about anybody who wants one (availability code Any), though use of the nastier ones could get a hero in a lot of trouble.

A. Cookies. Introduced to the general public by Microsoft Windows 95, cookies are small programs designed to send information about a user's computer to another computer. The innocuous use is simply to facilitate technical support. But such information makes excellent SIGINT, in that the people gathering the data can learn the make, model—and weaknesses—of a target computer. The use of cookies can be disabled on a given computer, but the factory setting is "cookies enabled."

Cookies are automatically installed on any computer system with an operating system dating from 1995 or later.

B. Virus. The earliest virus was created when a college student experimenting with networks created a self-replicating program, with a programming flaw that caused the program to lock up hundreds of computers. Often referred to as a "bugs bunny" program, such viruses reproduce themselves endlessly until the computer has no room to execute any real instructions. Such programs are easy to create, but somewhat more difficult to conceal effectively. Most begin their work immediately and completely choke the system within 24 hours, while others wait to begin their work until a specific set of actions is taken using the system, or until a certain date and time.

Virus 1 memory slot

C. Worm. A virus that merely fills up a computer's hard drive is actually fairly merciful. Some more aggressive viruses are pro-

grammed to automatically edit important programs, removing or rewriting vital pieces of code, thus rendering the program useless. Worms usually wait until a program is activated before they begin their insidious work—meaning that the next time you access a program may be the last.

Worm 1 memory slot

D. Logic bomb. Similar to worms, logic bombs wait for a program to be activated—but then crash it on the spot. The obvious military application is to bring down systems designed to control deployment of troops and equipment, or operation of weapons systems. Logic bombs are notoriously difficult to detect, and once activated, they are 100% effective. The only "fix" is to reformat the computer, effectively starting from scratch.

Logic bomb 1 memory slot

E. Trojan horse. When Iran was making noises that got the U.S. worried, the National Security Agency arranged with Crypto AG, a German cryptography company, to install some extra chips and coding in the machinery they were shipping to Iran—among others. Such "Trojan horses" allow a remote operator—one who knows the right code sequence—to access the machine and issue commands. Obviously, the same can be done with computers. Machines treated in this way effectively become "sleeper agents," waiting for commands from their secret masters.

No two ways about it, installing or using Trojan horses is illegal. The only way to get someone else to do the work for you is to offer a hefty bribe—about \$5000 per machine, about \$1000 per activation.

Trojan horse 1 memory slot

F. Sniffers. Another favorite among hackers, "sniffers" record the first 128 keystrokes of anyone gaining access to a computer system. The significance of this is that a legitimate user's ID and password are almost certainly somewhere in those 128 keystrokes! A "reverse sniffer" program is also available, which analyzes incoming character strings and looks for suspicious activity, then alerts the system administrator.

Putting this software on a system requires a Computer Operation skill check, the success of which provides a -1, -2, or -3 step bonus to a Knowledge-deduce check to guess a valid ID and password to get onto the affected system. Note that the nature of sniffers only provides the bonus to the Knowledge-deduce check if the system has been legitimately accessed since the sniffer was installed.

Sniffer 1 memory slot

Reverse sniffer 2 memory slots

G. Antivirus software. In the war against computer intrusion, the first line of defense is the often-laughable antivirus program. These work by either scanning files for recent changes, or by looking for specific strings of code. Most include a rudimentary "correction" feature, which purports to excise the virus from the system. Unfortunately, antivirus software can only scan for known viruses, or make educated guesses about changes to files. In the long run, all they really do is automate the process of checking a system's integrity.

Acquiring Illegal Programs

Acquiring an illegal computer program—assuming the hero can't simply create one—requires a Street Smart-net savvy skill check. Such programs are rarely "sold"; rather, they are often supplied as "gifts" to other hackers.

The success of the skill check determines the effect of the program on a system, and how hard it is to detect (or repair, once it has done its work). These factors supply modifiers to Computer Science-programming skill checks for using the "infected" system, for discovering the presence of the virus on the system before it activates, or for correcting the problem afterward.

Program Quality	Computer Science Modifier
Amazing	+4
Good	+2
Ordinary	—
Marginal	-1

Antivirus software provides a modifier to a hero's Computer Science-hacking or Knowledge-computer operation skill check to search for a virus on a system. The effectiveness of the software determines its cost:

Quality	Modifier	Cost	Availability	Memory
Ordinary	—	\$50	Any	1 slot
Good	-1	\$100	Any	1 slot
Amazing	-2	\$200	Any	2 slots

H. Firewall. A somewhat more effective—and expensive—defense against computer hacking is a “firewall.” Firewalls are hardware and software systems that review data passing from the private computer system to the public computer system, the Internet. Theoretically, data that lacks the proper coding sequences cannot get in or out—though a hacker only needs to be smarter than the automated system.

A firewall provides a penalty to Computer Science-hacking attempts against the system. The larger the penalty, the more expensive the system.

Quality	Modifier	Cost	Availability	Memory
Ordinary	+1	\$7,500	Com	1 slot
Good	+2	\$10,000	Com	2 slots
Amazing	+3	\$15,000	Com	2 slots

I. Tracer. Even in the early days of hacking, hackers already knew that dialing straight into a computer system would get your call traced—and you arrested—in no time. So they used telephone technology to route the call through several other systems, creating an electronic trail that masked their true location. Tracing could take days—an amount of time no self-respecting hacker would grant his targets.

Now, though, the technology exists to latch onto an intruder and locate his Internet service provider within seconds. From the service provider, the user's ID can be learned—and his real identity uncovered, even for foreign providers. Though the laws on hacking are still not quite separate from the laws on conventional theft, the “hack back” system is beginning to see more widespread use among world law enforcement. Commercial versions do not exist—since the legal implications of such “search” methods are not yet clear—but the technology can be researched and developed for around \$16,000.

Tracer 2 memory slots

J. Data bug. Just as miniaturized microphone “bugs” can be planted to eavesdrop on conversations electronically, microchips can be implanted in computer systems to record input and output (I/O). A more sophisticated hardware version of the “sniffer” program, a “data bug” stores electronic information in its memory until it is full, then transmits the info to another system. The drawback, of course, is that the data bug must be manually installed.

Installing a data bug requires a Computer Science-hardware skill check, with the result either applying a bonus to attempts to gather

data (-1, -2, or -3 steps to the hero's Computer Science-programming skill check for an Ordinary, Good, or Amazing success). A Failure results in an inoperative data bug. On a Critical Failure, the installation attempt might damage the target computer, for example, or operate perceptibly. Either way, the computer's operator has a -2 step bonus to notice that the data bug has been installed.

Once in place, the data bug downloads its data an average of once per day. This data can then be gathered and analyzed by the operator of the receiver system. Since the transmission utilizes a radio signal, however, it can be detected—or even intercepted—by anyone making a successful System Operation-communications skill check at a time when the data bug is transmitting.

Data bugs are also highly illegal—except as authorized by law enforcement in criminal investigations—and so are correspondingly difficult to purchase. The average price that law enforcement pays is about \$500 per unit, and they have an availability of Military. However, a clever electronics buff could probably put one together for about \$100—assuming the feds don't come asking why he purchased those particular components from Radio Shack.

Data bug \$500, 0.1 kg, Military

K. Smoker. Not precisely a program, the “smoker” is a decidedly unfriendly device for those with no sense of humor about hackers. Fiendishly simple in operation, it makes contact with another computer—usually the hacker's—and then sends a surge of electricity larger than the computer can handle. The target computer then becomes a paperweight, and even the data stored on it is lost. The sparks that fly off the machine probably won't start any fires, but the slagged electronics might set off a smoke alarm.

The trick is in hitting the right system with the surge, without destroying every other system in the chain. Proper operation of the smoker requires a Computer Science-hacking skill check, with a +1 step penalty for each system between the smoker and the target system. On an Ordinary success, the target computer loses d4+1 slots of active memory. On a Good success, the computer loses d6+1 slots of active memory. On an Amazing success, the computer loses d8+1 slots of active memory. For every surge suppressor used by the target system—at \$25 each—it loses one less slot of active memory. In any event, the processor (and co-processor, if one is installed) are destroyed, and the computer is nonfunctional.

On a Failure, the surge hits the wrong computer. The Gamemaster should determine randomly which one, if it is important. On a Critical Failure, the surge fries the user's own system—wiping all of its active memory and destroying the processors, but leaving the target computer untouched. In either case, the operator of the target computer knows that someone has attacked his system.

Smokers are currently only military technology. Building one would be a Technical Science-invention complex skill check of 6-8 successes, costing around \$2000. Getting caught using one is a federal crime. A smoker weighs about 1 kg.

Smoker \$2000+, 1 kg, Military

Information Storage

All that gobbledygook—which is straight out of last year's *Hoffmann Institute Data Management Guide*, no less—explains how to keep your computer free of electronically transmitted diseases.

But it doesn't help if all you really want is some way to keep your case notes and expense spreadsheet handy. For that, we've got two solutions.

A. Compact disc. CDs can now be recorded on fairly cheaply (and repeatedly, thanks to relatively new rewritable CD technology). The discs are inexpensive, but the big cost comes from the recording system (see Surveillance).

Using a recordable CD to keep notes provides a -1 step bonus to Will feat checks to recall information.

Recordable CD (box of 10) \$50, 0.5 kg, Any

B. Day planner. This *should* be a no-brainer, but writing down all the boring details of the day—meetings, dates, picking up your kids from soccer practice—lets you free up your mind for more important stuff, like whether those lights in the sky were alternating blue, red, purple, or blue, red, blue. The problem with day planners is that they're not very secure: Whoever gets your day planner suddenly has a whole lot of information about you. While any covert agency is happy to let you use one, every last one of them has some pretty strict rules against writing down confidential information in them.

Using a day planner provides a -1 step bonus to Will feat checks to recall information.

Day planner \$50, 1 kg, Any

Cryptography Machines

An encoder converts a message to unintelligible gibberish, and the decoder converts the gibberish back into a message. One is basically useless without the other. Though computer programs have supplanted widespread use of code machines, many still exist, specifically to confound computer analysis.

Usually these machines are powerful computers, but rumors around the Hoffmann Institute say that some of the SIGINT guys in the Intelligence Division have been known to use "secret decoder rings" from cereal boxes—with astonishing success!

Many intelligence agencies employ full-time staffs who use sophisticated machines to analyze and crack codes.

Encoders provide a +1, +2, or +4 step penalty to break the code, depending on their quality (Ordinary, Good, or Amazing). Breaking a code requires an Investigate-cryptography complex skill check, and code-breaking machines ease the process by negating 1, 2, or 3 step penalties (for an Ordinary, Good, or Amazing code-breaker). Note that some codes cannot be broken (those using one-time pads, for example). Others are based on algorithms of great sophistication, conferring penalties of up to +9 steps! Such codes are usually developed by professional mathematician/cryptographers working for governmental agencies.

Encoder	\$5K/\$10K/\$15K, 3 kg, Controlled
Decoder	\$10K, 4 kg, Controlled
Code-breaker	\$25K/\$50K/\$100K, 8 kg, Controlled

Dirty Tricks

Technology all by itself is great, but it takes a really twisted mind to put it to use in the field of information warfare. Fortunately, a

lot of those twisted minds work for the good guys, and below are some examples of what they've been able to do.

A. Automated dialers. "Auto-dialers" are essentially computers programmed to call a series of numbers, and "hand off" the call to a live operator if somebody picks up. Telemarketing companies use them all the time. But imagine if one was programmed to keep calling the same number, over and over? The phone it called would be useless for anything else. Get enough of them calling an office, and the office is useless. Starting to see the possibilities?

Auto-dialer \$500, 2 kg, Any

B. Chaff. In the early 1980s, the U.S. Navy accidentally cut off power to parts of San Diego when chaff—thin strips of metal used to confuse radar—blew inland after a training exercise and draped over power lines. Incorporated into the Tomahawk cruise missile, this same technology was used to black out Baghdad at the beginning of the Gulf War, in an operation called Pooh-Bah's Party. What it tells us is that if the bad guys are relying on external power, that power can be taken away from them.

The delivery system is the big trick, though. Tomahawk cruise missiles aren't cheap, and the U.S. government is for some reason reluctant to put them up for sale on army.mil. Any number of methods can accomplish getting the chaff on target, though, so try not to limit yourself by trying to find a missile to make it easy.

Metal chaff \$50, 20 kg, Common

C. Microbot. We are right on the edge of science fiction here, but miniaturized robots—about the size of a sugar cube—can be built to carry and emplace microtransmitters, homing transmitters, and even incriminating small evidence. They aren't strong or fast, and have to be programmed to undertake every single task, but they are awfully hard to spot.

Because the robot is so small, it has no attack values, no armor rating, and no attributes. The microbot walks at 2m per round. Others take a +3 step penalty to Awareness-perception skill checks to spot one.

Microbot \$1000, .05 kg, Restricted

Disinformation

Decoys. Never underestimate what you can learn by watching the enemy respond to your distraction. We used drones to get the attention of Iraqi radar-guided weapons at the beginning of the air war in 1990. When they "lit up" the drones, 70 allied aircraft behind the drones opened fire with missiles that tracked the radar emitters to their source and destroyed them.

Videotape. If you can make your opponent think something is real, then you can control his actions. General Aidid did it to us in 1992, during our deployment in support of the UN (BTW, *The Sting* is a great example of a low-tech IW operation). We learned our lesson and broadcast footage on CNN of the 82nd Airborne preparing to invade Haiti in 1994. Imagine what Hoffman agents could do with CGI. . . .

Transportation

A very wise man once pointed out to me that in addition to being a way to get from Point A to Point B, a vehicle is also a weapon. His point was that if you treat a car, boat, or plane like a toy, it'll kill you. I've seen enough incident reports—and enough chalk outlines—to know that he was right.

The following are my evaluations of vehicles you're likely to drive or pilot, and you'll find the technical specs on the last page. You will not find jet fighters and aircraft carriers here, because the Hoffmann Institute is not in the habit of issuing them. If you think you'll need an M1A2 Abrams tank while you're tracking down *el Chupacabra*, you can just procure it yourself, mister.

Land Craft

"Land craft" encompasses anything which requires more or less constant contact with a solid surface to operate safely and effectively. When in doubt, remember this simple rule: if it doesn't fly or float for longer than half a minute, it's probably a land craft—so keep it on the ground whenever possible.

Motorcycles

Specific motorcycles fill a specific purpose, and trying to cross the purposes is usually disastrous for the bike, and by extension, the rider. You are strongly advised not to mix those purposes with the wrong cycle—unless you enter comas as a hobby.

The Gamemaster might wish to assign an additional +1 step penalty when a motorcycle is ridden on a surface for which it was not designed.

A. Dirt bike. The knobby tires of dirt bikes don't handle quite as well on pavement, but they do just fine on loosely packed earth or mud—preferably while wearing a healthy amount of padding. The biggest drawback is the irritating chainsaw growl these things generate, even just idling. Obviously, the muffler and tires can be replaced with quieter mufflers and smoother tires—but then it's not really a dirt bike anymore.

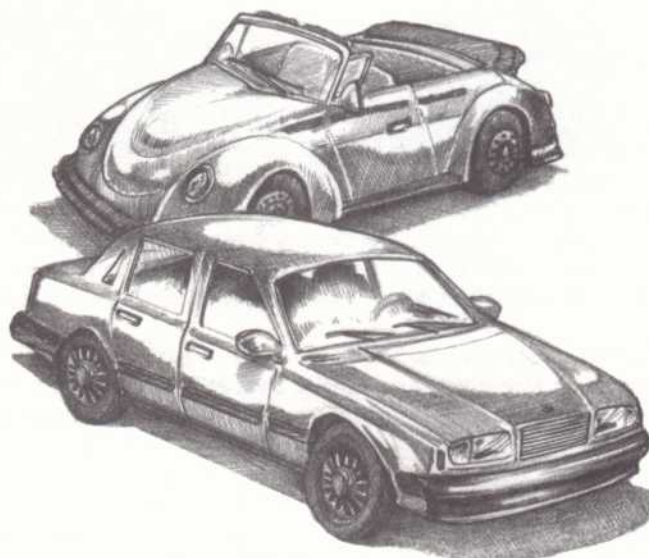
B. Street bike. The street bike is designed to provide transportation with a bit of style. Although they don't have quite the speed of some racing bikes, they handle mud better. The specs listed in TABLE 3: VEHICLES cover the basic road and street bikes of Harley-Davidson, Honda, Kawasaki, Suzuki, and Yamaha.

C. Performance bike. The performance bike is the motorcycle for people in a big hurry. It's better if your particular big hurry involves being on a nice, clean, clear, straight stretch of highway, but it handles quite well in rush-hour traffic. This is a sensitive, responsive motorcycle, and you pay for the crime of taking it into the mud by learning the hard way that it's not a jet ski.



Automobiles

The purpose of your car, in simple terms, is to get you where you're going, on time. If the Institute is paying part of the tab for your wheels, it is going to be your rolling office, your transport to assignments, and your home-away-from-home for tedious, dull stakeouts. So you'll understand if we stress function over form.



A. Late Model Car. When you can't afford the latest and greatest model, the past decade is willing to provide. The Plymouth Charger, Chevy Malibu, Ford Mustang, Pontiac Grand Prix, and the Oldsmobile Cutlass all fall into the category of cars too mean to die. Many Hoffmann Institute agents pass on the recommended vehicle because they prefer the feel of horsepower to a quiet ride.

B. Economy car. Today's "economy" car offers enough amenities to make you forget you're driving a roller skate. Agents who do mostly city driving—alone—will appreciate the gas mileage, and its ability to get into tight parking spaces. Every auto manufacturer makes similar models.

C. Mid-size car. Mid-size cars are the step between the sports car and the min-van, in that there's just enough room inside for the baby seat—or two more agents and their gear. These cars are great for surveillance, since nobody pegs them as "official" cars—especially with that baby seat in the back. The Honda Accord, Toyota Camry, and Volkswagen Jetta are good examples, but in terms of sheer carrying capacity, go with the 2000 Mercury Grand Marquis. (The '01 model sacrifices backseat space for a bigger trunk; great for your gear—bad for your buddies.)

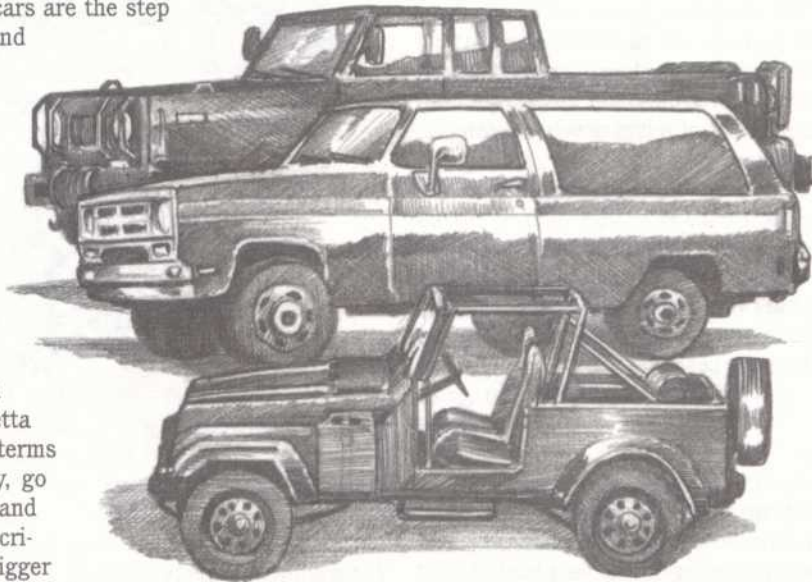
D. Mid-size performance car. These come with 5-speed transmissions, manual or auto, 2-door or 4-door, front-engine, rear-wheel-drive. The base retail price can be as high as \$50K, but the Hoffmann-standard model (automatic, slate gray and four doors) costs us a mere \$40K. Every major car company makes similar models.

E. Terrain buggy. Dune buggies, swamp buggies, snow buggies—though these four-wheeled version of the dirt bike are loud and probably not terribly comfortable, they gets you across its specified terrain without getting stuck and forcing you to get out and push. The Institute doesn't exactly have a fleet of these things, but we can usually get one for you on short notice—along with the various cargo nets and bungee cord you'll need to get where you're going *with* your gear. Military-style jeeps often fall into this category.

F. Sport utility vehicle. The best SUV is largely a matter of personal preference. They usually have good acceleration, four-wheel-drive, and enough cargo space to hold your team

and their gear in the field. The SUV is what you drive when you don't want to draw too much attention, but you still want people to get out of your way.

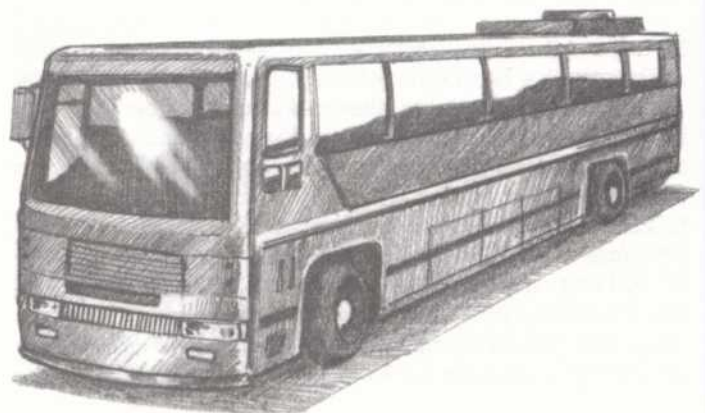
G. Heavy-duty pickup truck. These full-size trucks come and go from the limelight, but I saw one take a pounding from an angry sasquatch and live to drive away—with the tranquilized sasquatch in the bed—so I'm impressed. One of these babies can haul just over 900 kg of weight in the bed, and still has room for 6 passengers, a telephone, a fax machine, and your laptop in the Quad cab. When it comes to hauling heavy things around, these vehicles are tough to beat.

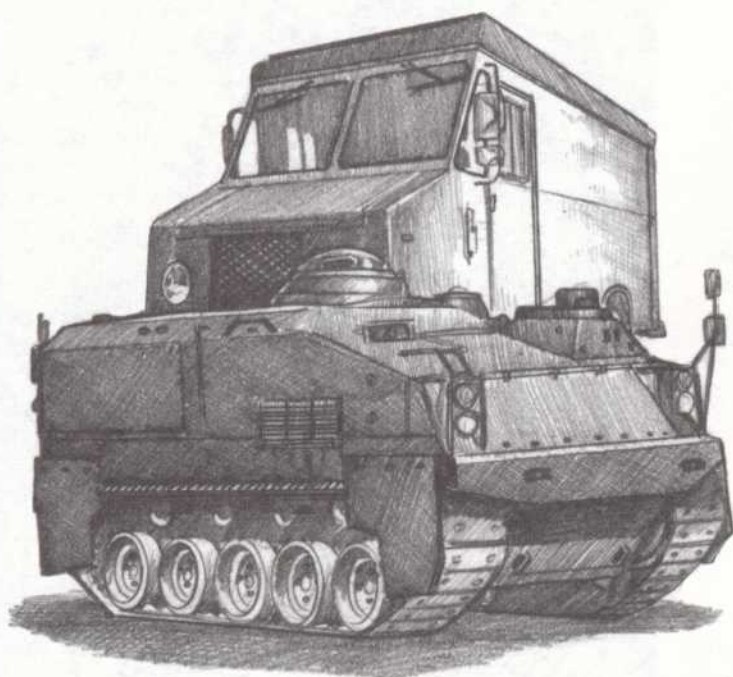


H. Hum-Vee. The American Motors Hummer became the multi-purpose vehicle-of-choice for the U.S. Armed Services in the 90s, so it wasn't surprising that a civilian model made its way to the streets. It utilizes all-wheel-drive, the seats are built into the chassis (rather than over), and it can carry over 1000 kg of cargo in the back. The basic model here is pretty much standard issue for Hoffmann operatives going deep in-country,

but getting one for city driving just makes you look like a poser. Just be warned: It runs on diesel.

I. Minivan. This is your basic city machine, suitable for taking the kids to soccer practice or delivering a bunch of Hoffmann agents to the scene of an investigation. Cargo capacity hovers at around 800 kg. If you work as part of a regular team, chances are one of you will be issued this vehicle.





Plating," below.) Armored trucks already haul lots of weight, but can accommodate another 1200 kg—though it guzzles enough gas to make a moving truck seem like a compact car.

M. Luxury car. I have nothing bad to say about luxury cars—except that they may be *too* ostentatious for practical use. Mostly the Institute uses them to impress those who think that money equals class. But if you need "fully equipped," there's no better place to start than a gleaming black luxury sedan. The older models also look exceedingly ominous, especially if everyone who piles out is wearing all black. Add in tinted windows, a telephone, television, fax machine, laptop, and a refrigerator, and it starts to look like an executive office. The Lincoln Continental is an excellent example of a luxury sedan.

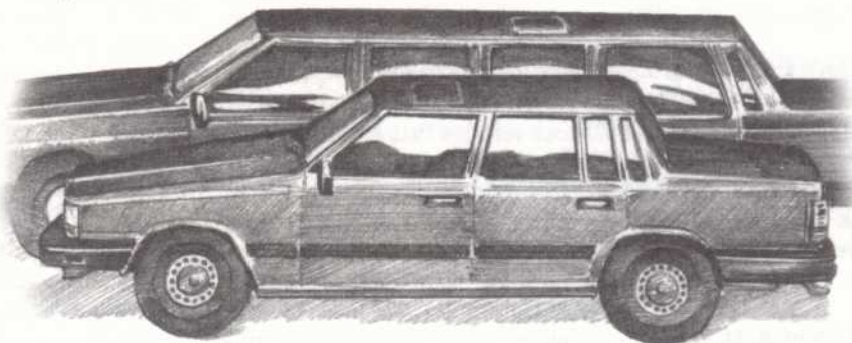
N. Limousine. Okay, this is a step up from the luxury car, but only because it's bigger and holds more people. They come with all the same amenities, but the Institute generally only uses limousines when Dr. Nakami is entertaining important dignitaries. As a result, they're quite often heavily armored. (See "Armor Plating," below.)

J. Bus. I completely despised these things until a bunch of agents converted one into a mobile command post—and it was nicer than my office. I don't recommend them for transport of either crew or cargo, but I have to admit they'll do in a pinch. The average bus seats about 66 people sandwiched in, or about 45 with room to stretch out. That comes out to about 6400 kg of practical carrying capacity before the shocks and engine complain too loudly.

K. Moving truck. I like these just because they're generic—and therefore invisible. Slap a plausible-sounding label on the side, and you can haul anything from microwave transmitters and antenna arrays to UFO wreckage and frozen Grey corpses, and nobody will bat an eye. In practical terms, the average moving truck carries about 2000 kg in relative secrecy and security—but it gets abominable gas mileage, and handles like a barge.

L. Armored truck. Ever notice how people are uncomfortable about scoping out an armored truck? They're afraid someone inside will call in their license plate—and they'll suddenly find themselves surrounded by cops with shotguns. But nobody really knows what's inside. The Institute takes advantage of this mystery by occasionally using armored trucks to transport captured alien tech—and sometimes captured aliens—from place to place in utter secrecy. The plating on the truck also stops most ballistics, and shrugs off a lot of different explosives. (See "Armor

O. Police cruiser. Even if you never drive one, learn to recognize them. The modern cruiser is built to specification to include police-band radio, spotlight, bubble lights, brush guard—the whole nine yards. There's room in the front seat for two officers and their shotgun, and room in the back for up to three goofs and their handcuffs. This is the police vehicle you most often see responding to calls, pulling over speeding cars, and gener-



ally patrolling the neighborhood. The guy driving it is usually called "sir."

P. Police interceptor. With faster and faster sports cars on the streets again, the police occasionally need faster cars to catch them. Enter the police interceptor, the expensive-to-operate car that most major cities only operate on special occasions, and the other police departments only rent. The focus on these is slowly shifting away from catching a fleeing car to pursuing it long enough to deliver a nonlethal alternative, such as a HERF jolt,

delivered via a radio-controlled car. But the best use for now remains the message to the fleeing driver that he's just plain not getting away.



Q. Personnel carrier. At the other end of the speed range is the armored personnel carrier, or APC. Both law enforcement and the military use these tanklike monsters to deliver elite units and their gear to the battle zone—noisily, but directly. In essence, the APC is the modern equivalent of the medieval siege tower, except that it often comes equipped with smoke launchers, high-pressure water hoses, machine guns—the works. These always have alloy armor and carry about a dozen people—though none of them comfortably. The Institute once purchased two of these, but we sold them to law enforcement agencies—officially, anyway. Want to see the paperwork?

The Good-toughness alloy armor of a personnel carrier is d6-1 (LI), d6-1 (HI), d4-1 (En).

Water Craft

"Water craft" includes all of those vehicles that are designed to travel on or under water, that don't also roll or fly. Always remember the rules of water safety: wear a life-preserver; don't drink and boat; and don't get out of the boat until the big nasty monster is well and truly dead.

A. Fishing boat. A fiberglass hull and an outboard motor turn a glorified canoe into a gunboat in the war against trout. These things generally hold about 300 kg before swamping—about three agents with gear. The top speed reflects a lightly loaded boat. Bigger loads at high speeds, again, swamp the craft.

B. Sailboat. A somewhat longer fiberglass—or sometimes wood—hull, with a big pole sticking up in the center, suitable for

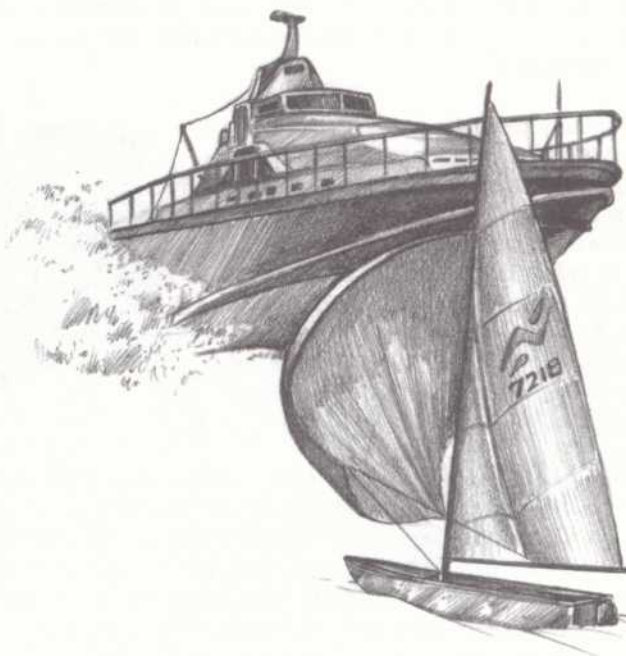
Sailing

Sailing vehicles do not operate on exactly the same set of constants as motorized vehicles. Whenever a vehicle crew using a sail wishes to accelerate, decelerate, or turn, the crew "captain" is allowed to make an appropriate Vehicle Operation—water vehicle skill check, assisted by any other members of the crew able to do so. The results of the skill check determine how well the action succeeds, if at all.

On a Critical Failure, the crew loses control of the vehicle, as per the effects listed in *Chapter 12: Vehicles* in the *Player's Handbook*. On a Failure result, the action simply fails—which may still have catastrophic consequences (see TABLE P43: CRASH AND COLLISION DAMAGE in Chapter 12 of the *Player's Handbook*).

On an Ordinary success, the vehicle can increase or decrease speed by one-half the listed acceleration value, or turn up to 45 degrees left or right. On a Good success, the vehicle can increase or decrease speed by the listed acceleration value, or turn up to 90 degrees left or right. On an Amazing success, the vehicle can increase or decrease speed by 1.25×the listed acceleration value, or turn up to 135 degrees left or right.

Sailing vehicles attempting to maintain cruising speed should check every hour. A failed Vehicle Operation skill check results in the vessel losing an amount of speed equal to twice its acceleration rate (in the case of a Failure), or coming to a complete stop (in the case of a Critical Failure).



hanging a canvas sail. The average model is the sloop or ketch, or the double-hulled catamaran. Cargo capacity varies from nearly nonexistent (20 kg) to spacious (500 kg). Larger sailboats stray into the yacht range, have compartments for sleeping and eating, and usually incorporate outboard motors as backups in case the wind dies. The speeds given, in fact, are specifically for motorized travel. Boats sailing strictly by the wind rely more on the favor of the weather and the skill of the crew.

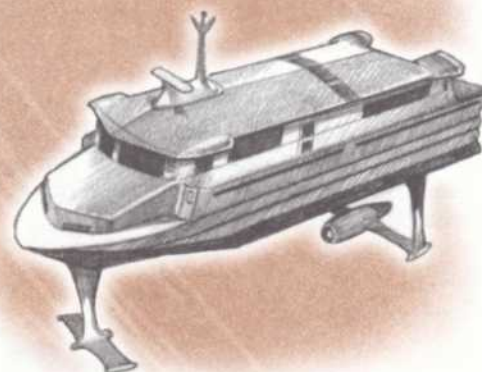
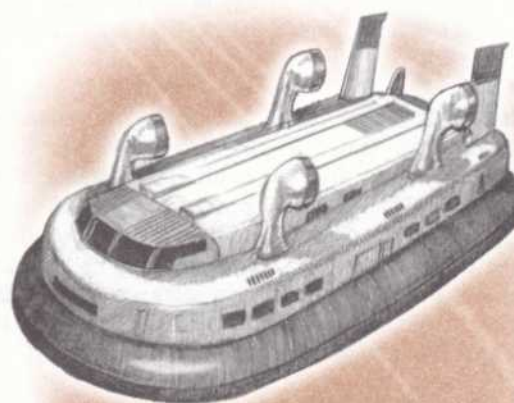
C. Speedboat. A speedboat is purposefully designed to move a somewhat more aerodynamic fiberglass or wood hull through the water at high speeds. The keel is often long, the hull narrow, and the deck largely flat in front, with a sunken cockpit in back, near the engine (or engines). Speedboats are often used for water-skiing, racing, and frequently, smuggling—or catching smugglers. Storage is minimal—less than 150 kg for the faster speedboats—but the point of this vessel is not exactly cargo delivery.

D. Hydrofoil. In simple terms, a hydrofoil uses the natural propensity of air to try to flow under the hull of a boat, and narrow supports (foils) to lift the hull out of the water, while keeping the boat still in contact with the water. This drastically increases the speed of the boat, since now it isn't trying to overcome the resistance of the water. The system works best on calm seas, since choppy water allows air to pass under the boat anyway. The model of hydrofoil given here is fairly small, but some versions are so large as to serve as automobile ferries.

E. Hovercraft. Whereas hydrofoils use wind resistance to put air under the boat's hull, hovercrafts use a kind of "skirt" arrangement and powerful fans to generate a cushion of air directly beneath the boat. The effect is much the same, the main difference being that a hovercraft can also travel overland on this cushion of air, with no appreciable loss in speed. Significant damage to the skirt will stop the hovercraft in its tracks, as the cushion of air is vital to its operation. Large and small varieties of hovercraft exist; the version given here carries about eight passengers.

F. Yacht. Once any of these watercraft get up to about 15 meters in length, it's basically a yacht. These days, motors power most yachts, but some include sails, and a few still rely entirely on the wind to push them around. Yachts are generally owned by those who value self-sufficiency—or who wish to appear to—and are regularly raced all over the world. The largest varieties of yachts are more accurately called "cruisers," but for some people, the contest is in how many luxury items they can cram onboard, and still bring themselves to call it a yacht. The price given is for a bare-bones 15-meter-model, and it just goes up from there.

G. Trawler. Trawlers are fishing boats for those who fish for a living, instead of just sport. Living quarters are often rudimentary, taking a backseat to the primary purpose of laying nets out in the water then gathering them up again full of fish. These are entirely motorized, though some have emergency rigs that let them sail back to port if the diesel engine goes—which is not uncommon, given the shoestring budget most trawlers operate on.



Trawlers start at about 5 meters long at about 1/10 the listed price, and go up to 60 meters or more for just shy of two million dollars.

H. Freighter. Freighters are the big diesel-powered ships designed to haul large amounts of cargo; they use the table terminology for space-going vessels instead of vehicles. (The same rules apply to larger trawlers, as well.) Freighters generally go unarmed, but in hostile waters, the crew will often have personal weaponry. The Hoffmann Institute often makes use of commercial freighters to get "rare objects" from place to place—and "independent" freighters to transport operatives for whom regular travel means might not be an option.

Compartments: C1 = Command 8/8/4; C2 = Engine Room 16/16/8; C3 = Crew Quarters 8/8/4; C4-C5 = Cargo 6/6/3; C6 = Cargo 4/4/2

Random damage: 1-2 = C1; 3-4 = C2; 5-7 = C3; 8-11 = C4; 12-15 = C5; 16-20 = C6.

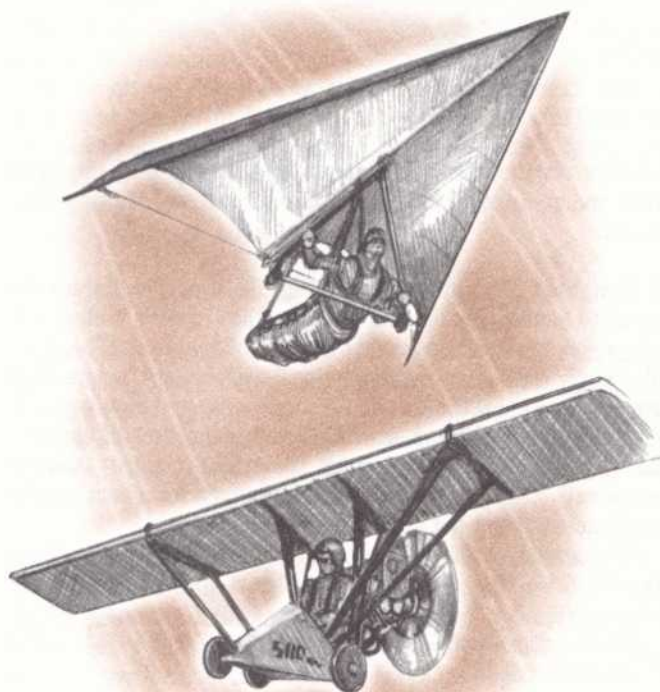
Aircraft

"Aircraft" covers anything that is designed to stay up in the air for longer than a minute at a time. Note that most aircraft do not come equipped with parachutes in case of trouble. Most people don't know how to use them without hurting themselves worse than if they'd just stayed in their seat and hoped for the best.

A. Hot air balloon. The aircraft for those not in a hurry to get anywhere in particular. Balloons are rapidly becoming a curiosity of the past, as their chief users are nearly always enthusiasts, rather than military or even corporate aviation engineers. When you can build a gunship, having a hot-air balloon just isn't a high priority. Still, they have the advantage of being almost completely silent, which is a big plus in getting over high walls undetected.

B. Hang glider. Also relatively silent, hang gliders are considerably more maneuverable than hot air balloons, but their lightweight construction makes them every bit as vulnerable. They generally accommodate one passenger, and maybe 25 kg of cargo. Hang gliders can actually stay aloft for long periods of time. The major drawback is that they can't simply be launched from a standstill; the operator needs to get some wind under him, either by starting on a moving platform (a flatbed truck, for example, or water skis), or by jumping off a suitably high cliff.

C. Ultralight. Ultralights look something like a go-cart strapped to a hang glider—pretty much the bare bones of a real airplane. It has two main features that make it useful though: It can take off on a fairly short runway (STOL, or "short take-off and landing" ability), and it's light enough and small enough to disassemble and tuck in the back of an SUV. The drawbacks, of course, are that it's about as safe as, well, a flying go-cart, and it's not meant for long hauls. When you're out of gas, you'd better have a landing spot picked out.



D. Paramotor. Okay, the guy who designed these was a nut. You strap on a parachute, already unfurled—and a giant gas-powered fan with a joystick. Then—you guessed it—you run forward until the parachute pulls you up in the air. You propel yourself with the fan, and steer with the joystick. You also wear a helmet and don't tell your insurance agency what you're up to. While I *did* test one of these for the Institute, I do not recommend the experience to anyone who isn't already facing a gruesome and painful demise.

E. Light aircraft. This is a pretty standard single engine airplane with an enclosed cockpit and cabin. You can reasonably expect to fit about five people in this plane, along with their gear and the pilot—assuming they're traveling pretty light. Cessna makes several models that accomplish roughly the same thing, as do a couple of other companies, such as Piper and Beechcraft. These are what you use to get from small airfield to small airfield, where the bigger planes simply can't land.

F. Seaplane. If you want your small aircraft to be able to land on water, you need either a seaplane or a floatplane. These are essentially just airplanes with pontoons affixed to the landing gear, but some models (the Grumman Goose, for example) were designed to sit right in the water on a fuselage that looks more like a boat's hull.

TABLE 3: VEHICLES

Vehicle	Skill	Drv	Acc	Cruise	Max	Type	Dur	Avail	Cost
Dirt bike	Land	+1	20	40	80	O	4/4/2	Com	\$2000
Street bike	Land	—	60	90	180	O	4/4/2	Com	\$12K
Performance bike	Land	-1	60	110	220	O	4/4/2	Com	\$16K
Economy car	Land	—	50	90	170	G	8/8/4	Com	\$17K
Mid-size car	Land	-1	50	90	180	G	10/10/5	Com	\$18K
Mid-size performance car	Land	-2	60	130	200	G	9/9/4	Com	\$50K
Late-model car	Land	+1	60	120	190	O	11/11/5	Com	\$15K
Terrain buggy	Land	—	40	110	200	O	15/15/7	Com	\$12K
Sport utility vehicle	Land	—	40	110	200	G	17/17/8	Com	\$30K
Heavy pickup truck	Land	—	40	100	160	G	15/15/7	Com	\$20K
Hum-Vee	Land	—	30	90	140	G	16/16/8	Com	\$75K
Minivan	Land	—	30	100	160	G	15/15/7	Com	\$25K
Bus	Land	—	30	100	160	G	18/18/9	Com	\$30K
Moving truck	Land	+1	30	100	140	O	16/16/8	Com	\$40K
Armored truck	Land	—	20	80	140	G	16/16/8	Con	\$80K
Luxury car	Land	-1	50	100	150	G	11/11/5	Com	\$45K
Limousine	Land	+1	40	90	140	G	12/12/6	Com	\$60K
Police cruiser	Land	-1	60	110	180	G	10/10/5	Con	\$25K
Police interceptor	Land	-2	60	130	210	G	9/9/4	Con	\$50K
Personnel carrier	Land	—	40	100	160	G	12/12/6	Mil	\$85K
Fishing boat	Water	+1	1	5	10	O	3/3/1	Any	\$5000
Sailboat	Water	+1	2	10	15	O	4/4/2	Any	\$2000
Speedboat	Water	—	20	60	80	G	6/6/3	Any	\$12K
Hydrofoil	Water	—	15	60	115	G	4/4/2	Com	\$100K
Hovercraft	Water	+1	10	20	40	G	6/6/3	Com	\$80K
Yacht	Water	-1	10	20	40	G	6/6/3	Any	\$80K
Trawler	Water	—	2	10	20	G	16/16/8	Com	\$500K
Freighter	Water	+2	5	20	40	O	Hull 24/6	Com	\$40M
Hot air balloon	Air	+1	1	5	10	O	4/4/2	Com	\$40K
Hang glider	Daredevil	+1	4	10	20	O	2/2/1	Com	\$4500
Ultralight	Daredevil	—	10	60	100	O	3/3/2	Com	\$14K
Paramotor	Daredevil	+1	2	15	30	O	2/2/1	Com	\$10K
Light aircraft	Air	+1	20	200	400	O	4/4/2	Com	\$120K
Seaplane	Air/Water	+1	20	200	400	O	4/4/2	Com	\$150K
Light helicopter	Air	+1	30	110	300	G	10/10/5	Mil	\$1.5M
Light jet	Air	—	50	500	950	G	10/10/5	Con	\$5M

G. Light helicopter. The Hoffmann Institute owns about a dozen light helicopters. These seat up to twelve people and can carry some additional gear as well. Alternatively, they are outfitted with up to four stretchers and used to medevac someone's fat out of the fire. The French Dauphine Helicopter is an example of the sort of vehicle the Institute uses.

H. Light jet. When it's time to go somewhere far away—*without* stepping through a metal detector—there's the private jet. The cabins are often built to order, but the average model seats about ten, including the pilot. There's plenty of room to store gear, and there's even a lavatory for those long flights. About the only

thing it doesn't have is a flight attendant to give you peanuts and serve you drinks—though it can easily be equipped not only with a bar, but an icemaker.

Vehicle Accessories

Pretty much all the vehicles you see here are the "factory-spec" models. Some of them have extras, but for the most part, the addition of accessories is up to the individual taste of the owner.

When it comes to the Hoffmann Institute, the addition of accessories is up to how much paperwork you're willing to do. But if it can be mounted on or used in a vehicle, we can get it for you. And install it.



Armor Plating

Modern armor plating requires loads of structural reinforcement, which is why most companies would rather sell the entire armored car, instead of just armoring an existing one.

The cost of such armoring is \$5000 for a vehicle of durability 1 or 2, \$10,000 for a vehicle of durability 3 to 6, and \$20,000 for anything bigger than that. The protection offered is d6-1 (LI), d6-1 (HI), d4-1 (En).

However, vehicles can be retrofitted with armor plating that offers a reasonable amount of protection without turning the vehicle into a motionless pillbox. For \$4000 (durability 1-2), \$7500 (durability 3-6), or \$15,000 (durability 7+), a vehicle can be fitted with armor plates providing d4-1 (LI), d4-1 (HI), d4-2 (En) protection.

Armor plating cost varies, weight varies, Common

Auto Security System

The end of the 90s saw the introduction of the integrated cellular telephone, global positioning, map, and emergency roadside service system. Several companies now offer similar systems that give you hands-free telephone, destination instructions, LCD map display, roadside assistance, hazard advisory, and round-the-clock monitoring of your vehicle's systems, including gas, oil, tire pressure, engine temperature—and whether or not your airbags have gone off. After a basic installation fee, the service charges an annual subscription fee.

The Hoffmann Institute is in the process of outfitting the vehicles of its operatives with a similar system and service, with

operators and towing service that work for the Institute. After all, most tow truck drivers aren't equipped to fight off a couple dozen psychopathic cultists if that's what the driver needs. Unfortunately, retrofitting all of our employee's vehicles is proving a bit costly—and some of your vehicles frankly just need to be replaced. In the meantime, The Institute will pay for the installation of a commercial auto security package, and cover half of your annual subscription fees. I recommend it.

Auto security package \$1500, —, Any
+ \$250/year

Boosters

Boosters are small tanks of a fuel additive—such as nitrous oxide—that drastically increase a vehicle's ability to speed up.

A vehicle equipped with boosters can double its acceleration value, but any Vehicle Operation skill checks made while the boosters are activated are at a +2 step penalty.

Boosters \$2000, —, Common

Brush Guards

These are the monstrous tubular bumper replacements you sometimes see on pickups and SUVs. The police use them too, usually for their intended purpose of ramming things that don't want to get out of the way. They generally include headlight and taillight guards, and optional side guards are available.

When a vehicle with a brush guard rams another vehicle, consult Table P43 in the Player's Handbook, and shift the column up by one speed. If a vehicle with brush guards is rammed where it has the brush guards, shift the column down by one speed.

Front and rear brush guards \$500, 20 kg, Any
Side brush guards \$250, 20 kg, Any

Car Alarm

Car alarms are those annoyingly loud things that go off for hours at a time, usually starting at 2 A.M., to announce that a dog has just wet your tires. However, they have the added side benefit of letting you know that someone might be trying to break into your car. They can be heard easily at a distance of 100 meters.

A car alarm may be disabled with a Security—security devices skill check.

Car alarm (installed) \$1000, —, Any

Steering Column Bar

This is an adjustable metal bar that locks over the steering wheel of a car to keep a thief from being able to steer it if he steals it. It's a fairly effective deterrent to grand theft auto, but it also makes a handy securing mechanism for doors, gates, and so on.

Steering column bar \$25, 2 kg, Any

Fog Lights

Fog lights increase visibility in inclement conditions. They come in sets of two and can be mounted to either the roof, the hood, or a brush guard or bumper.

A vehicle equipped with working fog lights can reduce the "hazardous conditions" modifier for the Vehicle Operation skill to +1, rather than +2 (see Chapter 12: Vehicles in the Player's Handbook). A second set reduces the penalty another step.

Fog lights \$140, 4 kg, Any

Gun Ports

Cars with armor plating and bullet-resistant glass are wonderful—if the occupants have no plans to fire back. When the fight needs to be a bit more two-sided, hinged gun ports can be installed in the glass to allow those inside to fire at those outside. The drawback of these is that someone who gets close enough



can simply lift them up and shoot into the vehicle—but if you've allowed the bad guy to get that close, you deserve what you get.

Gun port \$200 each, —, Military

"Heads-Up" Display

Still in an developmental stage, "heads-up" displays (HUDs) are used primarily by military organizations. In essence, they project all of the instrumentation information onto the windshield, or the operator's helmet faceplate—exactly where the operator is looking anyway. This reduces the distractions on the operator and boosts his reaction time.

A vehicle equipped with a heads-up display system reduces Vehicle Operation penalties by 1 step whenever the system is in use.

Heads-up display \$15,000, —, Military

Hidden Compartments

The Hoffmann Institute—and several other agencies as well—will arrange to install hidden compartments in your vehicle, assuming you don't want to do the work yourself.

However, if you prefer, you can usually snow a security firm into doing the work for you. Every kilogram of storage capacity a hero wishes to conceal on the vehicle costs \$500.

This provides a +1 step penalty to Investigate-search skill checks made to locate the hidden compartment. Half again the cost provides a further +1 step penalty. The maximum amount of storage capacity (in kilograms) that can be concealed about the vehicle is equal to the vehicle's durability.

Hidden compartment \$500, 1 kg, Any

Performance Brakes

Performance brakes do for stopping what a performance engine does for moving.

A vehicle with performance brakes can increase its effective acceleration value by 50% for purposes of slowing down.

Performance brakes \$1500, —, Any
+\$150/month

Performance Engine

For those who just aren't happy unless their vehicle moves faster and longer than everyone else's does, there's the performance engine. Not an actual engine in and of itself, this is actually a series of engine and oil treatments, performance parts, fuel additives, and regular maintenance overhauls to keep the engine in top condition.

A performance engine increases the acceleration and top speed values of a given vehicle by 10%.

Performance engine \$5000, —, Any
+\$500/month

Performance Steering

Similar in concept to the performance engine, this system of the best parts and the best maintenance gives the vehicle better maneuverability.

The operator may ignore one step of penalty to his Vehicle Operation skill checks.

Performance steering \$2000, —, Any
+\$200/month

Remote Keyless Entry

A wonder of modern science, remote keyless entry lets you press a button on a little box and unlock your car from about 60m away. The model described here includes the innovation that also lets you start the car or turn on the headlights with the same little box. This model also includes "codegrabbing" protection, which prevents a clever thief from picking up and duplicating the radio signal and using it to unlock and start your car after you leave.

Remote keyless entry \$300, —, Any

Self-Sealing Tires

Most major tire companies are making tires that minimize the need to get out and replace a tire by sealing the puncture on the fly. The tire can then be driven for about 40km before it's too flat to go on.

A self-sealing tire that becomes punctured reduces Vehicle Operation-land vehicle damage penalties by one step. Note that all of the vehicle's tires must be of the self-sealing variety for this bonus to be applicable.

Self-sealing tire \$150 each, 5 kg, Any

Spotlight

Spotlights can be mounted directly to a vehicle to help illuminate the road ahead, the ground below, the sea around, or what-have-you. The standard spotlight costs \$100, and illuminates clearly to about 100m.

A spotlight provides Good-intensity illumination.

Spotlight \$100, 2 kg, Any

Storage Containers

Sometimes the trunk or cargo compartment just isn't enough to haul all your stuff. Hundreds of companies manufacture storage containers of various sizes, all of which are meant to bolt or clamp securely and snugly to whatever vehicle they were designed to fit. The size of the container is limited only by the size of the vehicle.

A vehicle can accommodate a storage container holding 10 kg for each point of durability a vehicle possesses. The cost of the container is then based on how much storage space is offered: 10 kg of storage costs \$100 and weighs about 5 kg by itself.

Storage containers \$100, 5 kg, Any

Weapon Mount

While having weapons mounted on your vehicle generally isn't legal, having hardpoints where weapons *could* be mounted is not—though it is highly suspect. The Hoffmann Institute will only provide this service under unusual circumstances, but again, a security firm can easily do it.

Weapon mount \$200, 1 kg, Military

Winch

Vehicles sometimes need to pull heavy loads while remaining stationary themselves. Winches allow them to do just that, hauling up to 1000 kg at a slow 2m per round, 500 kg at 4m per round, and so on, up to a maximum speed of about 16m per round for a 125 kg load. The standard model requires a solid mounting on the vehicle; a brush guard will do.

Winch \$750, 40 kg, Any

Trained Animals

No operative's arsenal is complete if he overlooks animals as potential tools. The companionship factor aside, animals don't question orders, they don't question authority, and they can be trained to accomplish a variety of tasks. A somewhat less humane consideration is that the loss of an animal is nowhere near as devastating as the loss of a human being—though obviously that depends on how emotionally attached you are to the animal.

The animals most commonly trained by humans are dogs, horses, and monkeys, though other animals can also be trained, at the Gamemaster's discretion. Below are some sample tasks for which animals can be trained, divided by what sort of animals can undertake them, and rated by task complexity.

Training an animal to perform a specific function is an application of Animal Handling—animal training, and the complete rules for that are in Chapter 4: Skills in the Player's Handbook.

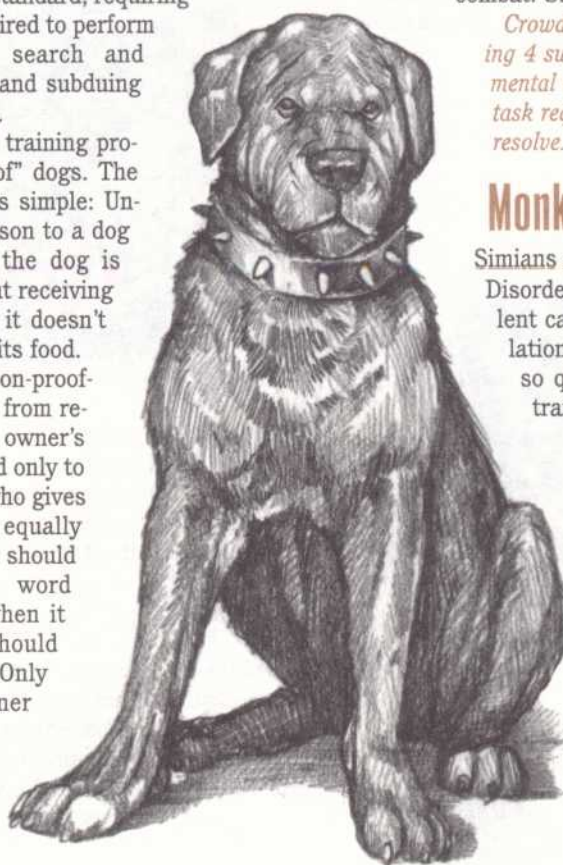
Dogs

Dogs are by far the most commonly trained animals on Earth. Many breeds of dog are particularly well suited to search and rescue operations, law enforcement, animal herding, "seeing eye" functions, and much more.

Most of these tasks are fairly standard, requiring only Ordinary training. Dogs required to perform life-threatening services—fire search and rescue, for example, or locating and subduing criminals—require Good training.

A somewhat more specialized training program is designed to "poison-proof" dogs. The concept behind poison-proofing is simple: Unscrupulous people try to feed poison to a dog by mixing it into its food, so the dog is trained not to eat *anything* without receiving a specific command to do so. If it doesn't eat, it can't be poisoned through its food.

The same concept behind poison-proofing applies to preventing the dog from receiving commands counter to its owner's desire. After all, the dog is trained only to obey commands; it doesn't care who gives the commands. This concept is equally simple: The dog is trained that it should bark loudly when given the word "Fetch," for example, or that when it hears the command "Sit," it should attack the person who says it. Only the dog, its trainer, and its owner know the proper commands. Everyone else is in danger of being viciously mauled for trying to outsmart the beast.



Those who provide this training as a service usually charge around \$500 for poison-proofing, and a similar amount for stranger-proofing.

Poison-proofing a dog is a Good-complexity task, requiring 5 successes in a complex skill check. "Stranger-proofing" the dog is only an Ordinary-complexity task—they're still just commands, even if they don't mean what the speaker intends—and requires only 3 successes.

Horses

Horses are somewhat less useful to investigators than dogs, in that they run and jump—and can be ridden while they do so—but not much else. But when an electromagnetic pulse from a hovering UFO has shut down a car, the horse can still run and jump—and be ridden to safety.

Horse training of particular use is crowd training. The riotous confusion and noise of mob scenes can disorient or frighten a horse to the point of uselessness, or even danger to the rider. But a training regimen—beyond that of becoming accustomed to the presence and commands of a rider—will teach the horse not to panic when confronted with sudden loud noises, fire, or the press of crowds. Horses who are successfully trained in this fashion emerge with a heightened ability to cope with such confusing circumstances. The cost of such training is \$200 per horse.

Similar training programs can allow a horse to be ridden in combat. Such a regimen costs \$500.

Crowd training is an Ordinary-complexity task requiring 4 successes. It grants the horse 1 rank in Resolve—mental resolve. Combat training is a Good-complexity task requiring 6 successes. It grants 2 ranks of mental resolve.

Monkeys

Simians are often like toddlers with Attention Deficit Disorder, but their handlike paws make them excellent candidates for tasks that require fine manipulation. Training is often easy because they learn so quickly, and some monkeys have even been trained to help care for the debilitated.

Unfortunately, trained monkeys have two major drawbacks. First, they are not as physically capable as dogs or horses, despite their versatility. Second, any simian—trained or not—stands out in public, limiting the range of operations they can undertake.

The cost of monkey training is \$200 per week of training required.

Paramilitary Equipment

Some agents just feel naked unless they're wearing combat boots and camouflage. For those for whom survival gear just isn't butch enough, the Hoffmann Institute has a few alternatives.

Holster

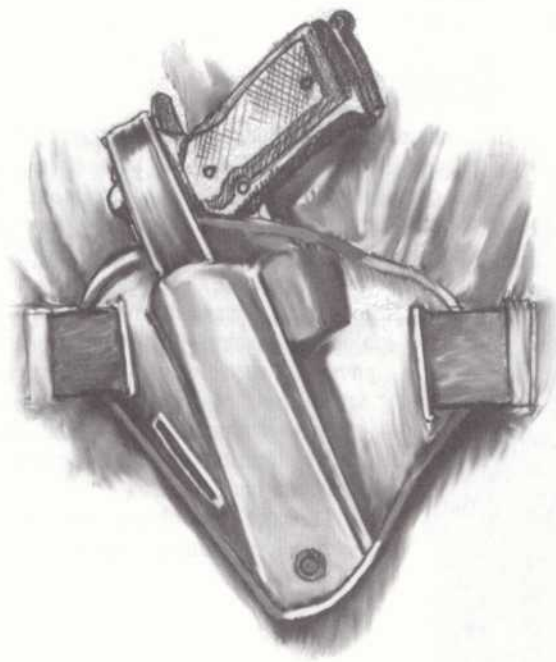
There are three main functions for a holster, the most obvious being the place to hang your handgun when it's not in your hand. These have snaps or catches to keep it in place, and often have additional pockets for a magazine or two.

Next are those holsters designed to make weapon concealment that much easier, including shoulder, waistband, and ankle rigs. These still incorporate the securing mechanism, but disguising the weapon's contours.

A concealment holster adds +1 to a pistol's Hide rating.

Finally, there are "fast-draw" holsters, which use no secured closure, meaning that they occasionally fall out. But worse, they leave the weapon exposed to an opponent. Still, they're popular among agents who reckon themselves as modern-day cowpokes.

A fast-draw holster negates the +1 step penalty for drawing and using a weapon in the same phase. A Critical Failure on an Athletics or Acrobatics skill check may result in the weapon falling out of its holster. An opponent can take away a pistol held in a fast-draw holster with a successful Unarmed Attack check to disarm, with only a +3 step penalty, rather than the usual +4 for disarming attempts. (See "Called Shot" in Chapter 3: Gamemasters in Action in the Gamemaster Guide for information on disarming.)



Standard holster	\$30, 0.5 kg, Any
Concealment holster	\$45, 0.5 kg, Any
Fast-draw holster	\$25, 0.5 kg, Any

Tactical Deployment Vest

When you need to carry a lot of gear, but still need your mobility, this is what you want. The vest accommodates most of the smaller equipment issued by the Institute, including cell phones, pistols, and spare clips—in about a dozen 10cm×8cm×3cm pockets. They're designed for tactical operations, though, so they look out of place elsewhere, even under a coat.



Apply a -3 step bonus Awareness-perception checks made to notice a hidden tactical deployment vest.

Tactical deployment vest \$100, 0.5 kg, Any

Camouflage Pack

State-of-the-art in sniper wear, these 2m×3m nylon blinds fold down to about the size of an elongated fanny pack, but can be deployed in seconds. Combined with a visored hood, the pack can make the wearer virtually invisible in woodland surroundings. Perfect for surveillance in the woods.



This grants a hero a -3 step bonus to Stealth-hide skill checks made in an appropriate environment.

Camouflage Pack	\$150, 1 kg, Any
Hood	\$20, 0.2 kg, Any

Expandable Plastic Cuffs

Sometimes called "spare cuffs," these plastic strips work on the same principle as "lock-tight" trash bags. Push the thin end through the ratcheted loop at the other end, then pull the thin end until it's tight. They're long enough to fit over wrists or ankles, and short of cutting them off, they're on to stay.

A successful Strength feat check with a +2 step penalty gets them off, but inflicts d4+1s to the person wearing them.

Expandable plastic cuffs	\$1 each, .01 kg, Any
--------------------------	-----------------------

Body Armor

Today's body armor has taken a step backward in coverage from the mail suits of the Middle Ages, but several steps forward in concealability, cost, and comfort.

Most body armor is summed up quite well by the PL 5 equipment listed in Chapter 11: Weapons & Armor in the Player's Handbook, State-of-the-art armor systems being tested by the military in 2002—and which include nuclear and chemical warfare shielding—have at their base the experimental Myrmidon armor, which is roughly the equivalent of PL 6 heavy assault gear.

Availability: Military
 Cost: \$4500
 Mass 12 kg
 Composition: Kevlar with stainless steel trauma plates
 Environmental Tolerance:

Gravity: N/A
 Radiation: R0-R2 protected
 Atmosphere: A2-A3 protected
 Pressure: N/A
 Heat: N/A
 Action Penalty: +3
 Toughness: Ordinary
 LI/HL/En: d6-1/d6-1/d6-1
 Hide: N/A
 Effective Strength: N/A
 Skill: Armor Operation-combat

Protective Wear

Designed to protect your head, hands or forearms from cuts, scratches, and even flames, these items are made with Kevlar and Nomex (a heat-resistant fiber). When you have to handle sharp or hot materials, or when real body armor isn't available or practical, these will at least help, but they're only mildly useful in a fight.

The hood and sleeves each add +1 to the wearer's LI and En armor ratings when worn with armor that doesn't already protect that area. For instance, they would work in conjunction with a battle vest but not with assault gear.

The gloves grant no armor bonus, but do provide protection when handling sharp or hot items.

Hood	\$25, 1 kg, Any
Gloves	\$15, 1 kg, Any
Sleeves	\$30, 1 kg, Any



Weapons

Like it or not, sometimes investigators run into opposition that reason cannot overcome. In such situations, a violent solution may be the only one available. The Institute issues standard sidearms to its field agents, but many of you will no doubt find yourselves in circumstances in which you must use other weapons. I've created the "short list" of weapons you may encounter in the field, either that you purchase or find in the hands of an opponent. The list is by no means complete; if you want more information, you'll have to do some research. Learn what these weapons are capable of—it may save your life or that of an innocent.

Note that Availability codes are for complete items, not for components. Many of the items listed below can be assembled from Common components, but once assembled they have the Availability listed. Cost assumes the hero acquires the item through legal channels. Use "How to Read the Weapons Tables" in Chapter 11: Weapons & Armor in the Player's Handbook to find costs when using criminal channels to acquire a weapon.

Revolvers

Revolvers do not have removable magazines. Speed-loaders are available for quick combat reloads. Still, many prefer the ruggedness and reliability of a revolver over the speed of a self-loading (or semi-automatic) handgun.

.38 cal Revolver (figure 1)

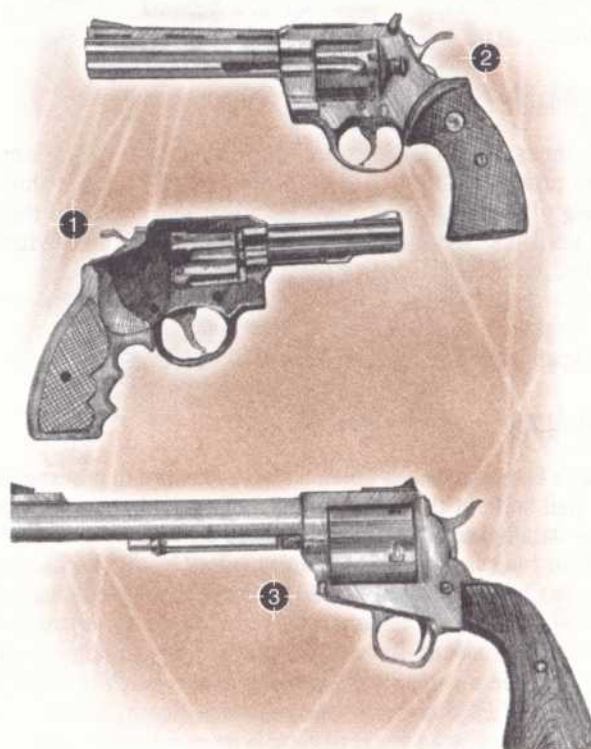
Availability: Common
Cost: \$400
Mass: 1 kg
Ammunition: .38 cal
Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: H1/O
Damage: d4w/d4+1w/d4m
Range: 6/12/40
Hide: +2
Clip Size: 6
Clip Cost: \$1
Skill: Modern Ranged Weapons—pistol

Police forces across the United States once made this their standard-issue sidearm but have phased it out in favor of semi-automatic sidearms. Some private security companies still issue it to their employees. It remains a reliable weapon. Manufacturers of the .38 cal revolver include Smith & Wesson, Colt, H&R, NEF, and Ruger.

.357 magnum Revolver (figure 2)

Availability: Common
Cost: \$850
Mass: 1 kg
Ammunition: .357 magnum
Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: H1/O
Damage: d4+1w/d4+2w/d4+1m
Range: 6/12/50
Hide: +2
Clip Size: 6
Clip Cost: \$2
Skill: Modern Ranged Weapons—pistol

This is a more powerful version of the standard .38 revolver. It can accept either .357 magnum or .38 ammunition. It's heavy enough to do serious damage, yet light enough for the average user to handle. Manufacturers include Colt, Smith & Wesson, Mitchell, Rossi, and Ruger. Taurus even makes 7- and 8-shot models.



.44 magnum Revolver (figure 3)

Availability: Common
 Cost: \$525
 Mass: 2 kg
 Ammunition: .44 magnum
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: HI/O
 Damage: d4+2w/d4+3w/d4+2m
 Range: 6/12/50
 Hide: +1
 Clip Size: 6
 Clip Cost: \$2
 Skill: Modern Ranged Weapons—*pistol*

Despite television and movies, this is not especially useful as a combat handgun, although it certainly is intimidating (you've seen the movie; you know the line). More commonly, it is used for hunting. Ruger, Smith & Wesson, Taurus, Colt, and others manufacture pistols in this caliber.

In combat shooting, a hero capable of the double-shot rank benefit listed under "Ranged Weapon Rank Benefits in Chapter 4: Skills in the Player's Handbook must take an additional +1 step penalty for each shot (+1 step penalty for the first shot, +3 step penalty for the second shot). This modifier applies only when using the double-shot benefit.

Optional Rule: Barrel Length and Concealability

Not all handguns of a given model are identical. Manufacturers often design their pistols with different barrel lengths, constructing a model that serves a particular purpose. This is mostly true for revolvers, but even a few self-loaders are constructed on larger or smaller frames. For simplicity, we divide barrel lengths into three categories: snubnose, normal, and long barrel.

A snubnose handgun has an additional +1 Hide, but the shooter suffers an additional +1 step penalty to his or her skill check at medium and long ranges. For instance, a snubnose .38 revolver has +3 Hide, +2 step penalty at medium range, and +4 step penalty at long range. Long barrel versions have the opposite effect, in that they get -1 Hide and confer on the firer a -1 step bonus to hit at medium and long ranges. For instance, a long barrel .357 magnum revolver has a +1 Hide but inflicts no penalty to the shooter's skill check at medium range and a +2 step penalty at long range.

454 Casull Revolver

Availability: Common
 Cost: \$1400
 Mass: 2 kg
 Ammunition: .454 Casull
 Accuracy: -1
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d6w/d6+1w/d6m
 Range: 8/14/70
 Hide: +1
 Clip Size: 6
 Clip Cost: \$5
 Skill: Modern Ranged Weapons—*pistol*

This expensive revolver fires cut-down rifle shells. It represents one of the best examples of large-caliber hunting weapons and is often used as a backup weapon when hunting bear or other big game. It is considerably less useful as a combat handgun, though anything hit with the first round generally doesn't get up again. Freedom Arms, Century Arms, and Ruger produce weapons in this caliber.

In combat shooting, a hero capable of the double-shot rank benefit listed under "Ranged Weapon Rank Benefits in Chapter 4: Skills in the Player's Handbook must take an additional +1 step penalty for each shot (+1 step penalty for the first shot, +3 step penalty for the second shot). This modifier applies only when using the double-shot benefit.

Semi-Automatic Handguns

Also called self-loading weapons, these have internal, removable magazines and generally larger ammunition capacities than revolvers. As they become even more reliable, more agencies and individuals are using semi-automatic handguns.

.22 cal Semi-Automatic Pistol (figure 4, page 52)

Availability: Common
 Cost: \$250
 Mass: <1 kg
 Ammunition: .22 LR
 Accuracy: +1
 Actions: 4
 Mode: F
 Type/Firepower: HI/O
 Damage: d4-1w/d4w/d4-1m
 Range: 2/6/12
 Hide: +4
 Clip Size: 8
 Clip Cost: \$1
 Skill: Modern Ranged Weapons—*pistol*

This is a typical, small caliber back-up weapon. Beretta makes one, American Arms and AMT make others. It's a fine weapon to carry in an ankle holster for emergencies, but shouldn't be con-

sidered a primary weapon. It's not an especially loud weapon, which appeals to criminal elements who use it for "hits" (see also the silenced version, below).

.22 cal Semi-Automatic Pistol, Silenced (figure 7)

Availability: Military
Cost: \$1000+
Mass: <1 kg
Ammunition: .22 LR
Accuracy: +1
Actions: 4
Mode: F
Type/Firepower: HI/O
Damage: d4-2w/d4-1w/d4-2m
Range: 2/6/10
Hide: +2
Clip Size: 8
Clip Cost: \$1
Skill: Modern Ranged Weapons—*pistol*

These were originally manufactured for use in WWII by special operations groups. Modern assassins use such weapons because they are small, very quiet, and have a good magazine capacity. The damage statistics above assume subsonic ammunition (see the information of ammunition later in this chapter). This weapon requires criminal or covert government channels to acquire. Assume the starting price is \$1,000.

.32 ACP Semi-Automatic Pistol (figure 5)

Availability: Common
Cost: \$500
Mass: <1 kg
Ammunition: .32 ACP (7.65 mm)
Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: HI/O
Damage: d4w/d4+1w/d4m
Range: 6/12/40
Hide: +4
Clip Size: 7
Clip Cost: \$1
Skill: Modern Ranged Weapons—*pistol*

This is another small-caliber handgun often used as a backup weapon. One of the most famous models is the Walther PPK, the pistol made famous by the James Bond films. Other manufacturers also produce weapons of this caliber.

.380 ACP Semi-Automatic Pistol

Availability: Common
Cost: \$475
Mass: 1 kg
Ammunition: .380 ACP



Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: HI/O
Damage: d4w/d4+1w/d4m
Range: 6/12/40
Hide: +3
Clip Size: 10
Clip Cost: \$1
Skill: Modern Ranged Weapons—*pistol*

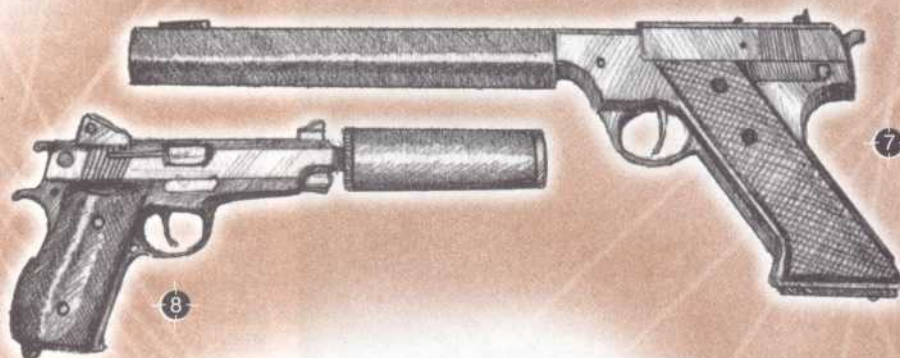
This is a compromise between the need for concealability and the desire for stopping power. Some militaries still issue weapons in this caliber to their officers, but most have replaced it with the 9mm pistol. Taurus, American Arms, AMT, Beretta, and Accu-Tek make similar weapons.

9 mm Semi-Automatic Pistol (figure 6)

Availability: Common
Cost: \$500
Mass: 1 kg
Ammunition: 9mm
Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: HI/O
Damage: d4+1w/d4+2w/d4m

Range: 6/12/50
 Hide: +3
 Clip Size: 15
 Clip Cost: \$1
 Skill: Modern Ranged Weapons—*pistol*

This is the standard service weapon issued to field agents of the Institute. We tested the hell out of this thing, as we did several other pistols, and this one came out on top. It has a rugged frame, it's reliable, and its action is as smooth as silk. Users reported feeling less recoil from this weapon as well. There are many other manufacturers of 9mm pistols, including H&K, Glock, Beretta, Smith & Wesson, and Taurus. As a general rule, unless you know firearms, stay away from weapons made by smaller manufacturers, as the quality varies widely among these.



Silenced 9 mm Semi-Automatic Pistol (figure 8)

U.S. Navy
 Availability: Military
 Cost: \$1300+
 Mass: 1 kg
 Ammunition: 9mm
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: HI/O
 Damage: d4w/d4+1w/d4-1m
 Range: 6/12/40
 Hide: +3 (+1 with suppressor)
 Clip Size: 8
 Clip Cost: \$1
 Skill: Modern Ranged Weapons—*pistol*

These were made to spec for United States Navy SEALs. They were modified to ensure quieter operation and to be transported underwater. They have an extended threaded barrel to which can be attached a suppressor, reducing the operating noise to Marginal. They normally use subsonic ammunition (reflected above), rendering them less effective at anything but short range (see "Ammunition," below, for the modifiers to weapons using subsonic ammunition). These are available through military or government channels, although they occasionally appear on the black market.

10 mm Semi-Automatic Pistol (figure 9, page 54)

Availability: Common
 Cost: \$700
 Mass: 1 kg
 Ammunition: 10mm
 Accuracy: 0
 Actions: 3
 Mode: F
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4+1m
 Range: 6/12/40
 Hide: +2
 Clip Size: 9
 Clip Cost: \$2
 Skill: Modern Ranged Weapons—*pistol*

This weapon is a middle ground between the 9mm, that some people suspect of inferior stopping power, and larger calibers

9mm Ammunition

The 9mm round is probably one of the most common in the world. Western military forces have adopted it as their standard sidearm and submachine gun round, and many police forces are following suit. A light enough weapon to appeal to a wide variety of users, it has enough stopping power to be useful as a combat handgun.

Not all 9mm pistol ammunition is interchangeable. Russia and other countries formerly belonging to the Warsaw Pact also use a 9mm round, but it does not fit Western handguns. The round used in the West is a 9×19mm round (also called the 9mm Parabellum), and Russia and its allies use a 9×18mm round. Heroes may encounter opponents who use equipment from the former Soviet Union, considering the sheer volume of black market trading in these weapons.

Revolvers vs. Semi-Automatic Pistols:

Which is Right for My Agent?

The trade-off between revolvers and semi-automatic pistols used to be between reliability and ammunition capacity. Shooters considered revolvers more reliable, just because they had fewer moving parts. Semi-automatic pistols had greater capacity for ammunition. Modern manufacturing and better design has radically improved the reliability of self-loaders, and some revolvers are made with larger ammunition capacities than the traditional 6-shooter. Even the best semi-automatic pistols jam from time to time; this is far less of a problem for revolvers, even if they become dirty. Speed-loaders make it possible to reload a revolver as quickly as a semi-automatic handgun, although the capacity of each speed-load is still small compared to the magazines of many self-loaders. The choice of weapon is as much a matter of personal preference as anything else. Heroes who prefer reliability over ammo capacity or who do not often feel the need to draw a weapon will probably be more comfortable with a revolver. Members of combat teams or investigators involved in dangerous work may prefer semi-automatic pistols. One character in the *Lethal Weapon* movies carried an "old-fashioned wheel-gun," and the writers meant that to tell us something about his character. The younger, more radical character carried a 9mm self-loader.

that many people can't handle safely. Smith & Wesson, AMT, Auto-Ordinance, Glock, LAR, and Laseraim, to name a few, make versions of this pistol.

.45 cal Semi-Automatic Pistol (figure 10)

Availability: Common

Cost: \$500

Mass: 1 kg

Ammunition: .45 ACP

Accuracy: 0

Actions: 3

Mode: F

Type/Firepower: HI/O

Damage: d4+1w/d4+2w/d4+1m

Range: 6/12/40

Hide: +2

Clip Size: 7

Clip Cost: \$2

Skill: Modern Ranged Weapons—*pistol*

This is one of the most famous pistol designs ever. Adopted by the U.S. Army in 1911, it saw some modifications that led to the 1911A1. Originally developed by Browning, the requirement for a .45 grew from the Philippine Insurrection of the late 19th century. Soldiers reported that their .38 revolvers lacked the power

to stop charging natives, and lacked the penetration to shoot through underbrush. Only recently has it been replaced by the 9mm pistol in U.S. military arsenals.

.50 cal AE Semi-Automatic Pistol (figure 11)

Availability: Common

Cost: \$1400

Mass: 2 kg

Ammunition: .50 AE

Accuracy: 0

Actions: 3

Mode: F

Type/Firepower: HI/O

Damage: d6w/d6+1w/d6m

Range: 6/12/60

Hide: +1

Clip Size: 8

Clip Cost: \$4

Skill: Modern Ranged Weapons—*pistol*

Firing a shell half-an-inch in diameter, this weapon is meant for hunting game like wild boar. IMI, among others, makes these monsters. This is the "BFG" of handguns. These weapons also come in .357 magnum and .44 magnum calibers. See the revolver entries for weapon information. Except for the largest and strongest of shooters, the .44 magnum and .50 AE versions do not make very good combat handguns.



In combat shooting, a hero capable of the double-shot rank benefit listed under "Ranged Weapon Rank Benefits in Chapter 4: Skills in the Player's Handbook must take an additional +1 step penalty for each shot (+1 step penalty for the first shot, +3 step penalty for the second shot). This modifier applies only when using the double-shot benefit.

Machine Pistols

There are three layouts for machine pistols: pistol, standard, and "Uzi." The pistol layout resembles a normal pistol with a larger magazine. The standard layout puts the magazine in front of the trigger. The Uzi layout is more like a semi-automatic pistol, with the magazine in the pistol grip, reducing the overall length. All these machine pistols have removable magazines.

9 mm Machine Pistol (pistol layout) (figure 12)

Availability: Military
Cost: \$1400
Mass: 1 kg
Ammunition: 9mm
Accuracy: 0
Actions: 3
Mode: F/B
Type/Firepower: HI/O
Damage: d4+1w/d4+2w/d4m
Range: 6/12/50
Hide: +2
Clip Size: 15 (20)
Clip Cost: \$1 (1.5)
Skill: Modern Ranged Weapons—pistol

This pistol is capable only of single-shot fire or a three-round burst. It has a short folding forward handgrip that stabilizes the weapon in burst-fire mode. A small stock may be attached as well.

.32 ACP Machine Pistol (standard layout) (figure 13)

Availability: Military
Cost: \$1200
Mass: 1 kg
Ammunition: .32 ACP (7.65mm)
Accuracy: +1
Actions: 3
Mode: F/B/A
Type/Firepower: HI/O
Damage: d4w/d4+1w/d4m
Range: 6/12/40
Hide: +1
Clip Size: 10 (20)
Clip Cost: \$1 (1.5)
Skill: Modern Ranged Weapons—pistol

Originally a vehicle crew weapon, the ACP machine pistol was popular with terrorist groups during the 1970s and 1980s. With the collapse of the Soviet Union, and the expansion westward of organizatsiya, Russian organized crime, these weapons began appearing in the streets of the West.

9 mm Machine Pistol (Uzi layout) (figure 20, page 58)

Availability: Military
Cost: \$800
Mass: 1 kg
Ammunition: 9mm
Accuracy: 0
Actions: 3
Mode: F
Type/Firepower: HI/O
Damage: d4+1w/d4+2w/d4m
Range: 6/12/40
Hide: +2
Clip Size: 20
Clip Cost: \$1.5
Skill: Modern Ranged Weapons—pistol

This weapon is often carried by personal security agents. It uses the "Uzi" format.





Submachine Guns

SMGs use a standard (magazine in front of the trigger) or Uzi (magazine in the pistol grip) layout, and all have removable magazines.

5.45 mm Submachine Gun (Russian) (figure 18)

Availability: Military
 Cost: \$750
 Mass: 4 kg
 Ammunition: 5.45mm Russian
 Accuracy: +1
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+2w/d6+2w/d4+1m
 Range: 30/60/120
 Hide: —
 Clip Size: 30
 Clip Cost: \$8
 Skill: Modern Ranged Weapons—SMG

Perhaps more properly an assault rifle, this weapon is little more than a cut-down version of the Russian AK-74 rifle, designed for vehicle crews and raider infantry troops. Russian covert operations forces use other sorts of weapons, including Western ones. It uses a standard design.

9 mm Submachine Gun (full frame) (figure 14)

Availability: Military
 Cost: \$750
 Mass: 3 kg
 Ammunition: 9mm
 Accuracy: 0 (+1)
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4m
 Range: 10/20/80
 Hide: —
 Clip Size: 15 (30)
 Clip Cost: \$2 (4)
 Skill: Modern Ranged Weapons—SMG

This sort of weapon is popular among Western security, counter-terrorist, and special operations forces. It is used primarily in Europe, but other countries use it as well. The weapon is of solid construction and is considered very reliable by its users. It comes with an attached stock or a folding stock. If fired without the stock, add a +1 step penalty to the firer's skill check. It uses the standard design. This category includes weapons made by H&K, Beretta, and other manufacturers.

9 mm Submachine Gun (small frame) (figure 16)

Availability: Military
 Cost: \$2500
 Mass: 3 kg
 Ammunition: 9mm
 Accuracy: 0 (+1)
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4m
 Range: 10/20/50
 Hide: +1
 Clip Size: 15 (30)
 Clip Cost: \$2 (4)
 Skill: Modern Ranged Weapons—SMG

The small-frame submachine gun is a development of its large-frame brother as modified by design input from several law enforcement agencies, special operations teams, and counterterrorist units. It takes a basic frame (a standard layout) and modifies it with several innovations. Instead of firing subsonic ammunition, it instead uses a gas-reduction lever that allows some of the firing gasses in the barrel to vent off, decreasing the round's velocity. The firer can choose to close the vents for normal firing, as well as add a suppressor to the barrel which actually locks into the weapon itself, adding stability to suppressed fire. In addition, a shooter can lock down the bolt, which all but eliminates mechanical firing noise. It has a retractable stock and uses plastic magazines. The H&K MP2000 is an excellent example of such a weapon.

This weapon may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).

.45 ACP Submachine Gun (figure 15)

Availability: Military
 Cost: \$500
 Mass: 3 kg
 Ammunition: .45 ACP
 Accuracy: +1
 Actions: 3
 Mode: B/A
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4+1m
 Range: 8/16/50
 Hide: +2 (+1 with magazine)
 Clip Size: 32
 Clip Cost: \$9
 Skill: Modern Ranged Weapons—SMG

A heavier-caliber SMG for increased stopping power that uses the Uzi layout, this is a small weapon, one difficult to control by an inexperienced shooter. Agents should note that the .45 ACP submachine gun is one of very few weapons that does not suffer in accuracy with a suppressor attached. The Ingram M10 is an example of such a weapon.

The suppressor normally adds a +1 to Accuracy, but in the case of this weapon, its weight keeps the barrel down, which improves the

weapon's Accuracy by -1, cancelling out the effect that a suppressor normally has.

This weapon may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).

9 mm Submachine Gun (large capacity) (figure 17)

Availability: Military
 Cost: \$1800
 Mass: 3 kg
 Ammunition: 9mm
 Accuracy: +1
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4m
 Range: 10/20/80
 Hide: +1
 Clip Size: 30 (50)
 Clip Cost: \$4 (6)
 Skill: Modern Ranged Weapons—SMG

This standard-layout weapon is manufactured for use by police and counter-terrorist units. The weapon works much more like a self-loading pistol than like a submachine gun, having fewer controls, which allows shooters to draw and fire with less effort. Its 4-column magazine allows for higher capacity than most other SMGs. One weapon in this category is the SITES M4 Spectre.

This weapon may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).

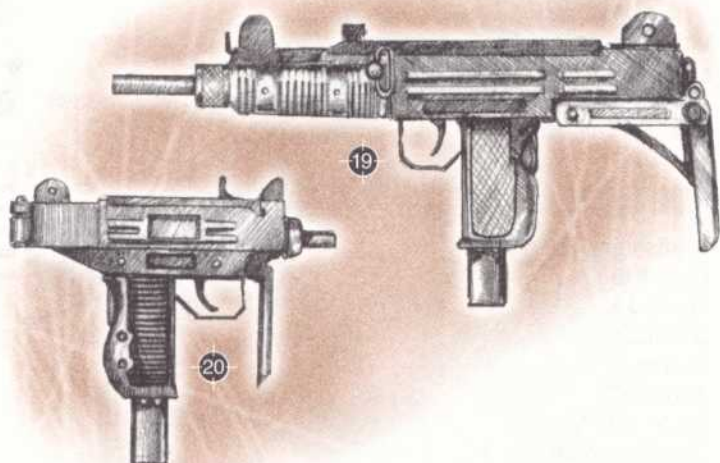
9 mm Submachine Gun (Uzi frame) (figure 19, page 58)

Availability: Military
 Cost: \$1300
 Mass: 3 kg
 Ammunition: 9mm
 Accuracy: 0
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+1w/d4+2w/d4m
 Range: 10/20/80
 Hide: — (but see below)
 Clip Size: 20 (32)
 Clip Cost: \$2 (4)
 Skill: Modern Ranged Weapons—SMG

Made originally in Israel for use by its armed forces, the Uzi was replaced with the Galil assault rifle among Israel's infantry forces. The Uzi is designed to be a simple, durable weapon; several other manufacturers around the world have manufactured weapons based on the same design elements. IMI also makes the Mini-Uzi that is more concealable, at the price of accuracy.

Add +1 Hide to Mini-Uzi, as well as a +1 to Accuracy.

This weapon may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).



Assault Rifles

All assault and battle rifles use removable magazines. Some, identified below, use a "bullpup" layout where the magazine is located behind the pistol grip instead of in front of it. This shortens the weapon without sacrificing performance. Some weapons are marked as "cut-down" or "carbine" versions. Short rifles like these suffer control problems, generally have distinctively large muzzle blasts, but were issued to special operations groups and vehicle crews. Note also that weapons from the former Soviet Union like the AK-74 use ammunition that is incompatible with Western or NATO weapons like the M16.

5.45 mm Assault Rifle (Russian) (figure 21)

Availability: Military
 Cost: \$750
 Mass: 5 kg
 Ammunition: 5.45×39mm Russian
 Accuracy: 0
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d6+1w/d6+3w/d4+1m
 Range: 70/140/350
 Hide: —
 Clip Size: 30
 Clip Cost: \$6
 Skill: Modern Ranged Weapons—rifle

This is the standard, Eastern-bloc assault rifle. The former Soviet Union carried diplomatic and economic favor by exporting them, and the People's Republic of China does the same with its "knock-off" versions today. This category in-

cludes the fixed-stock AK-74, the folding-stock AKS-74, and the carbine variant AKR.

Recently, the AK-74 has begun to be replaced in Russian arsenals by a "bullpup" weapon called the AN-94. It has the same firing characteristics as the AK-74 in a shorter frame. It is not currently exported, so expect anyone carrying it to have close ties to the current Russian state.

Add +1 Accuracy to AKR.

If outfitted with a folding stock, the AK-74 may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).

7.62 mm Assault Rifle (Russian)

Availability: Military
 Cost: \$750
 Mass: 5 kg
 Ammunition: 7.62×45mm Russian
 Accuracy: 0
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 70/140/350
 Hide: —
 Clip Size: 30
 Clip Cost: \$8
 Skill: Modern Ranged Weapons—rifle

Also known as the AK-47, this is one of the most common weapons of its type found in the world. Rugged and easy to maintain, it served as an excellent weapon for developing country markets. It is no longer in service in Russia, but it might be found in some of the poorer republics of the former Soviet Union. Terrorists also trained with these weapons, and some of those supplied by arms dealers with ties to China or Eastern bloc countries still use them.



If outfitted with a folding stock, the AKM may not be personalized with an adjustable stock (see "Firearm Accessories" later in this section).

5.56 mm Assault Rifle (NATO) (figure 23)

Availability: Military
 Cost: \$940
 Mass: 4 kg
 Ammunition: 5.56×45mm NATO
 Accuracy: 0
 Actions: 4
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d4+2w/d6+3w/d4+1m
 Range: 60/120/300
 Hide: —
 Clip Size: 30
 Clip Cost: \$8
 Skill: Modern Ranged Weapons—rifle

Rapidly becoming the most popular round in the world, the 5.56 mm round has been adopted by nearly all NATO countries. There are many different weapons that fire the 5.56 mm round, including the famous M16 series, the British L85A1, and the German HK G33. Each of these has variant models, including short-barrel carbines and heavy-barrel automatic weapons.

Add +1 Accuracy for short-barrel carbine; subtract -1 Accuracy for heavy-barrel weapons.

7.62 mm Assault Rifle (NATO) (figure 22)

Availability: Military
 Cost: \$800
 Mass: 5 kg
 Ammunition: 7.62×51mm NATO
 Accuracy: 0 (see below)
 Actions: 3
 Mode: F/B/A
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 70/140/350
 Hide: —
 Clip Size: 20
 Clip Cost: \$9
 Skill: Modern Ranged Weapons—rifle

The 7.62 mm NATO rifles remain popular in many countries around the world. Found primarily in the arsenals of developing countries today (after being sold by countries switching to the 5.56 mm round), they are rugged, accurate weapons. The most famous of these rifles is the Belgian FN-FAL, although the German HK G3 is also well known.

The 7.62 mm assault rifle gains -1 to Accuracy at medium range.

Shotguns

There is no more devastating a weapon at close range than a shotgun, whether single-shot or automatic. A couple of examples of these weapons are listed below. Shotguns have a variety of reloading mechanisms: breech-loading (double barreled and over-and-under), lever action, pump, self-loading (semiautomatic and automatic).

The pump shotgun has become a standard weapon carried in police vehicles, and the automatic shotgun is used principally by military and SWAT units.

There are four different gauges (calibers) of shotgun: .410 (light hunting shotgun), 20 gauge (light hunting), 12 gauge (hunting, law enforcement, military), and the 10 gauge (a mammoth weapon used only for specialized purposes). The two larger gauges are described below.

As various agencies undertook counter-terrorist missions late in the 20th century, they discovered they needed a fast, convenient tool for breaching doors. A battering ram is great, but it's not much use if the bad guys start shooting as soon as the door opens. Explosives are one-use devices, and since you can't be right next to them when they go off, the bad guys have a chance to prepare for you. Plus, you run the risk of damaging hostages. SWAT teams started using shotguns to blow locks or hinges, and the idea caught on. Ammunition manufacturers began making special explosive rounds (HE slugs, see "Ammunition," below) to facilitate such entrances. If you think you're going to have to make a rapid breach of a structure, make sure to take your scatter gun!

The "sawed-off" shotgun is not an uncommon sight among criminal elements and troops who are often engaged in close-quarters combat. Essentially, either the shooter purchases a short-barrel weapon or actually saws off the barrel himself. A sawed-off weapon gains added concealability but loses accuracy. Sometimes, though, the ability to sneak a weapon into a place is more important than its other characteristics. Double-barreled and over-and-under shotguns can be so modified without any additional effects. Many pump and semi-automatic weapons must have their tubular magazines shortened as well, resulting in a lower ammunition capacity.

A sawed-off shotgun gains a Hide rating of +1, but also gains a +1 penalty to Accuracy.

12 gauge Pump Shotgun (figure 24, page 60)

Availability: Common
 Cost: \$500
 Mass: 3 kg
 Ammunition: 12 gauge
 Accuracy: 0
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d4w/d6w/d4m
 Range: 6/12/30
 Hide: —
 Clip Size: 5

Clip Cost: \$4

Skill: Modern Ranged Weapons—*rifle*

The pump-action shotgun is a standard weapon used by law enforcement officers throughout the United States. A simple, reliable weapon, it serves as added firepower for officers when situations call for something heavier than sidearms.

Pump models include the Remington 870P, Mossberg 500, Ithaca 87, and the Winchester 1300. The Franchi SPAS-12 is an example of a shotgun that uses either a self-loading or pump action, chosen by the shooter. It shares similar characteristics except for the magazine, which holds 8 rounds.

12 gauge Automatic Shotgun (figure 25)

Availability: Military

Cost: \$800

Mass: 5 kg

Ammunition: 12 gauge

Accuracy: 0

Actions: 3

Mode: F/B/A

Type/Firepower: HI/O

Damage: d4w/d6w/d4m

Range: 6/12/30

Hide: —

Clip Size: 12 or 28

Clip Cost: \$12 or \$28

Skill: Modern Ranged Weapons—*rifle*

This weapon closely resembles a conventional assault rifle. Designed to provide military units better close-quarters firepower, it and others like it have met with some success in that market. It has a 12-round removable box magazine, and a 28-round drum magazine is also available.

Auto-shotguns include the Daewoo USAS-12, the German HK CAWS, and the American Pancor Jackhammer.

10 gauge Pump Shotgun (figure 26)

Availability: Controlled

Cost: \$800

Mass: 5 kg

Ammunition: 10 gauge

Accuracy: 0

Actions: 2

Mode: F

Type/Firepower: HI/O

Damage: d4+1w/d6+1w/d4+1m

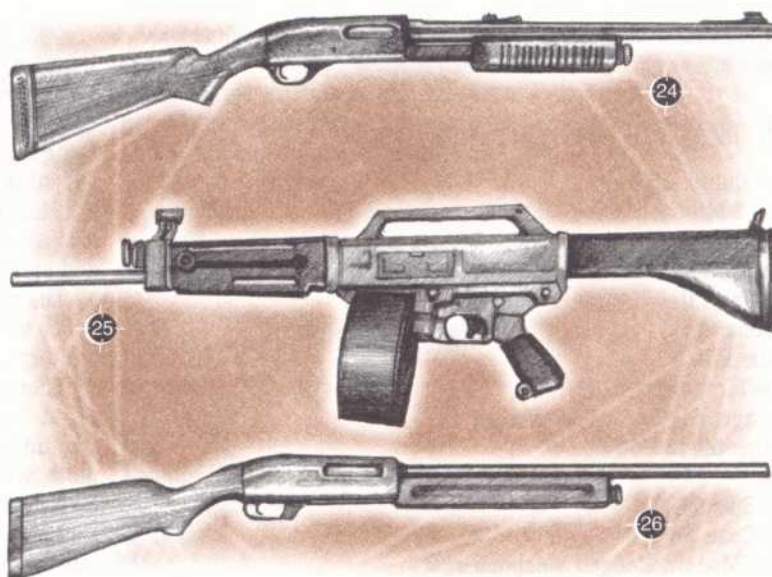
Range: 8/16/40

Hide: —

Clip Size: 3

Clip Cost: \$4

Skill: Modern Ranged Weapons—*rifle*



This weapon was intended as a police roadblock weapon, as it is too heavy to carry comfortably. Used to fire at fleeing cars, the blast from one of these monsters could easily put a slug through an engine block or shot through tires and fenders. It has an internal tubular magazine that must be reloaded one round at a time.

Shotgun Ammo

Shotgun ammunition generally falls into three categories. The first, with the lightest individual pellets, is birdshot. As the name implies, it is meant for hunting fowl. You can use it in a tactical emergency, but don't expect it to do more than anger your opponents—unless you're firing at such a short range that the pattern hasn't dispersed yet, in which case a load of birdshot creates a grapefruit-sized hole in someone.

The second is buckshot. As the name implies, it is meant for hunting game, like deer. "Double-ought" (00) buckshot, the tactical round issued by the Institute, fires nine pellets, each with about the energy of a .32 ACP bullet. This is the round you want for most situations. It's especially good for close-quarters work, like clearing the inside of a building.

Finally, there are rifled slugs. A shotgun slug is a single big round, almost 20mm wide. Loading a slug in your shotgun turns it into a short-ranged and inaccurate rifle, but no small arm matches a 12-gauge slug for sheer stopping power. These slugs have a variety of tactical uses, including antivehicle (armor piercing) and forced entry (high explosive).

Birdshot: -1 step accuracy; double damage at point-blank range (4 meters or less); half damage at medium or long range.

Buckshot: double damage at short range; half damage at long range.

Rifled slug: +1 step accuracy; triple all range categories; Good firepower at short range; double damage at short and medium range.

Hunting Rifles

In the United States and other countries, the market for hunting rifles remains lucrative. There's no way this review can deal with all of the calibers of hunting rifles. They vary from small-bore varmint rifles up to the near-cannons of the big game rifles. Most are bolt action weapons, but some hunters use semi-automatic or lever action rifles. Below are a medium rifle and a big game rifle as examples of the type. Hunters also use weapons in "military" calibers, mainly 5.56mm and 7.62mm NATO. See examples of those calibers in the "Assault Rifles" section, above.

Deer Rifle (figure 27)

Availability: Common
 Cost: \$500
 Mass: 4 kg
 Ammunition: .30-06 (7.62×63mm)
 Accuracy: 0
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 150/300/600
 Hide: —
 Clip Size: 4
 Clip Cost: \$3
 Skill: Modern Ranged Weapons—*rifle*

This weapon is one of the most common civilian models available. It is a bolt action hunting rifle capable of taking a variety of telescopic sights. It uses a tube magazine that lies beneath the barrel. This weapon represents a fairly standard medium hunting rifle used in the United States. By no means is it the only caliber available for hunting.

Safari Rifle (figure 28)

Availability: Common
 Cost: \$3,500
 Mass: 6 kg
 Ammunition: .460 WM
 Accuracy: 0
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d6+2w/2d4+2w/d4+2m
 Range: 150/350/750
 Hide: —
 Clip Size: 4
 Clip Cost: \$8
 Skill: Modern Ranged Weapons—*rifle*

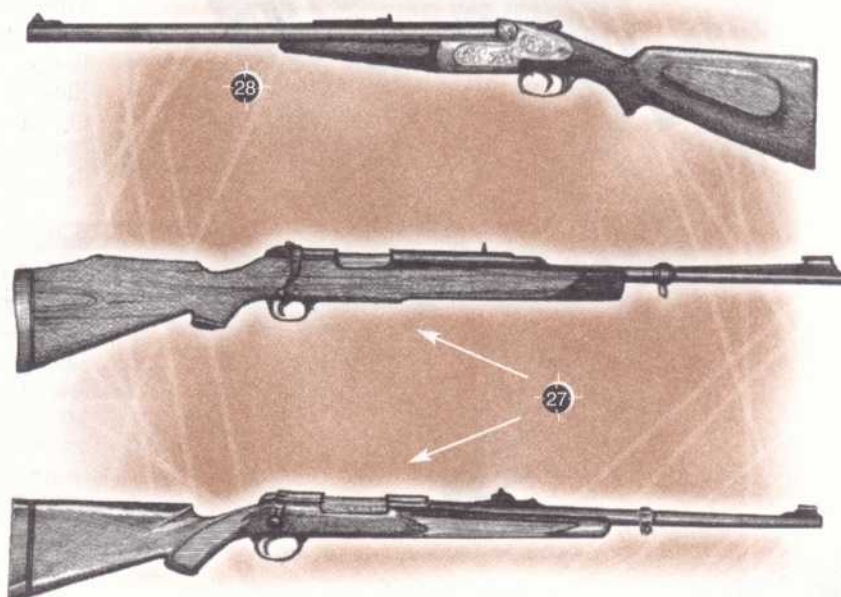
This is one of the largest-caliber weapons available for hunting. There are others that are larger, but this is a good representative of the type. Such weapons as this used to be more popular, but with the stricter political controls on big game hunting and the near extinction of some large game species, the demand for them has dwindled somewhat. Like the more common .30-06 above, this rifle can accept a telescopic sight.

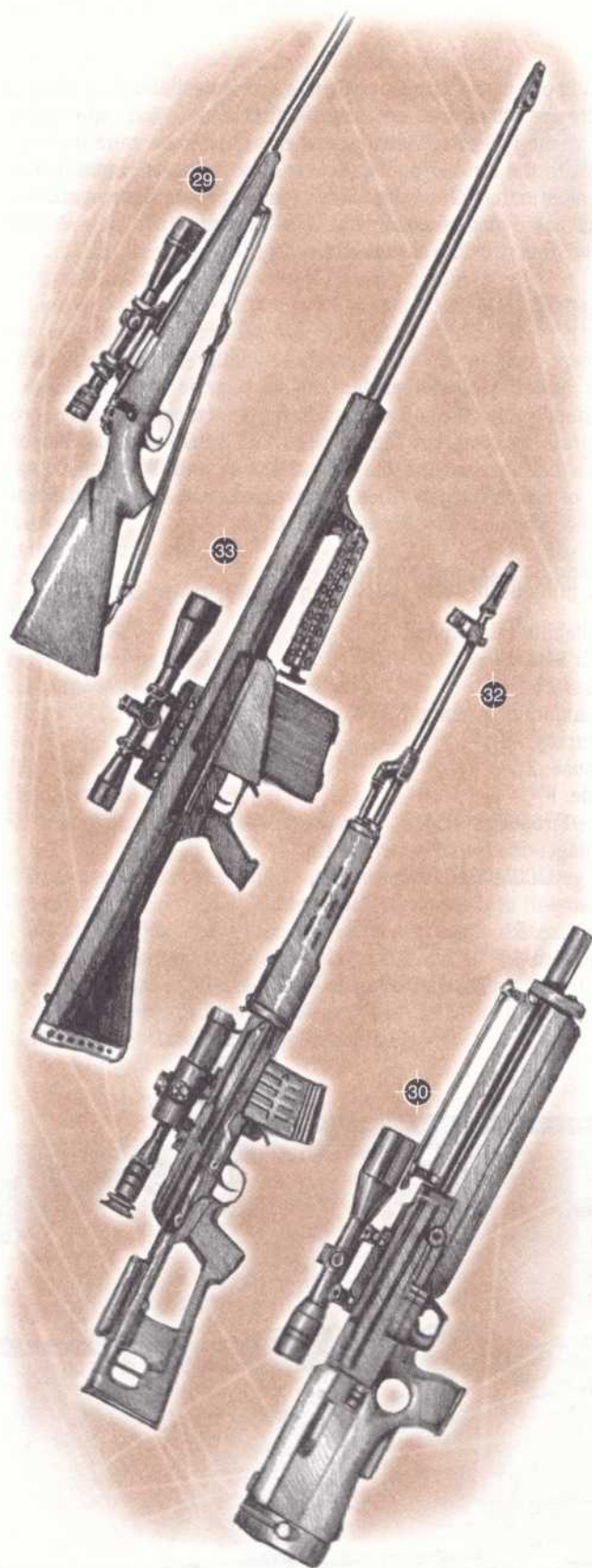
Sniper Rifles

Snipers come in two varieties: those who prefer the bolt action rifle and those who prefer semi-automatic weapons. Most "purists" prefer the bolt action rifle because they see it as a more accurate weapon, but there are several semi-automatic sniper rifles that have earned fine reputations as well. With the exception of match (target) rifles, few weapons are as customized to fit the individual shooter as sniper rifles.

7.62 mm Sniper Rifle (NATO) (figure 29, page 62)

Availability: Controlled
 Cost: \$4000
 Mass: 7 kg
 Ammunition: 7.62mm NATO
 Accuracy: -1
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 200/400/800
 Hide: —
 Clip Size: 5
 Clip Cost: \$3
 Skill: Modern Ranged Weapons—*rifle*





This weapon has a heavy barrel and can accept a variety of telescopic sights (including night vision scopes). An excellent example of such a weapon is the U. S. Marine M40A1, a modified Remington Model 700. The Marines swear by this weapon, although they use other weapons based on the needs of the mission.

.300 Win Mag Sniper Rifle (figure 30)

Availability: Controlled
 Cost: \$4000
 Mass: 7 kg
 Ammunition: .300 Win Mag (7.62mm×66mm)
 Accuracy: -1
 Actions: 3
 Mode: F
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 200/400/800
 Hide: —
 Clip Size: 6
 Clip Cost: \$6
 Skill: Modern Ranged Weapons—*rifle*

The .300 Win Mag sniper rifle is a semi-automatic weapon that can be adjusted to the individual shooting profile of each user. This category of firearm has been made famous by the Walther WA-2000.

Benchrest Railgun (figure 31)

Custom-built
 Availability: Controlled
 Cost: \$10,000+
 Mass: 20–25 kg
 Ammunition: Match grade 7.62mm NATO*
 Accuracy: -1**
 Actions: 2***
 Mode: F
 Type/Firepower: HI/O
 Damage: d6+1w/2d4+1w/d4+1m
 Range: 300/600/1000
 Hide: —
 Clip Size: none
 Clip Cost: \$3
 Skill: Modern Ranged Weapons—*rifle*

Railguns are so called because they're mounted on rails that are in turn clamped to a firing bench. They are used primarily by target-shooters, but they are so accurate that a few highly skilled assassins might use them as well. The stripped-down action slides backward on precision-machined rails when fired, and is manually returned to the firing position. These weapons require extensive preparation before use; they are not at all useful for combat sniping.

As they are custom made for each shooter, they can have any sight. To avoid the shooter's body influencing the aim, these guns

are normally fired with a camera shutter (when the target moves across the crosshairs) rather than by pulling a trigger. These single-shot weapons have no magazines at all.

* This is but an example of a typical round. Since each weapon is custom built to the specifications of the shooter, they can be of any caliber.

** *The shooter can actually improve the weapon's accuracy during setup. Setting up the railgun requires a complex Modern Ranged Weapons-rifle skill check. The shooter actually determines what complexity of check to achieve—Marginal, Ordinary, Good, or Amazing—and the player may make one roll per 15 minutes of work by the hero. A successful check of Ordinary complexity (3 successes) grants a -1 step bonus, a Good-complexity check (5 successes) grants a -2 step bonus, and an Amazing-complexity check (8 successes) grants a -3 step bonus. (A failed check grants no additional bonus.) Note that no additional bonus for "aiming" applies.*

*** *Once the weapon is set up. Note that reloading and resetting the weapon requires an action, which will limit many heroes to only one shot per round.*

7.62 mm Sniper Rifle (Russian) (figure 32)

Availability: Controlled

Cost: \$1500

Mass: 4 kg

Ammunition: 7.62×54R Russian

Accuracy: -1

Actions: 3

Mode: F

Type/Firepower: HI/O

Damage: d6+1w/2d4+1w/d4+1m

Range: 200/400/800

Hide: —

Clip Size: 10

Clip Cost: \$8

Skill: Modern Ranged Weapons-rifle

There is only one type of Russian sniper rifle: the 7.62 mm Dragunov SVD. Characterized by its distinctive shape, it is a highly accurate weapon. With the expansion of the Russian black market, these weapons are beginning to appear in the West.

.50 cal Sniper Rifle (NATO) (figure 33)

Availability: Military

Cost: \$3000

Mass: 16 kg

Ammunition: .50 cal (12.7×99mm)

Accuracy: 0

Actions: 2

Mode: F

Type/Firepower: HI/G

Damage: d6+2w/2d4+2w/d6+1m

Range: 300/600/1200

Hide: —

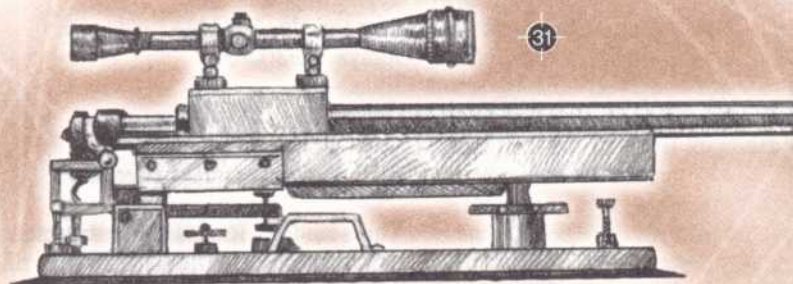
Clip Size: 11

Clip Cost: \$15

Skill: Modern Ranged Weapons-rifle

Fires a half-inch diameter bullet. It's heavy, it's loud (Amazing noise, as opposed to Good), but it gets the job done. Originally designed to penetrate light vehicle armor, the .50 cal round has found service in the hands of military forces needing a very long range sniping weapon. Comes with bipod and optical sight. The U. S. Army's M82A1 has a removable magazine and is a source of Amazing noise.

Firing this weapon without some kind of support, such as the bipod, adds a +3 step penalty.



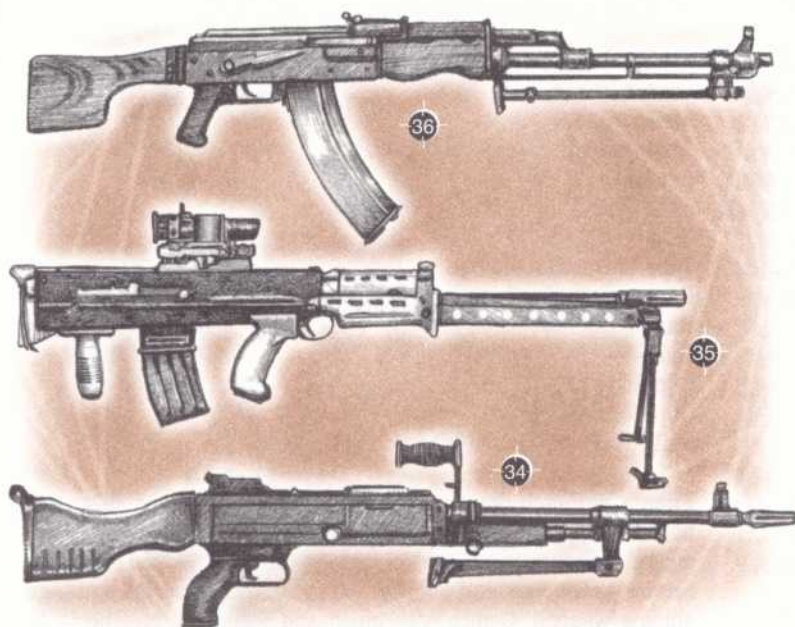
Machine Guns

No agent should ever be in a situation where she needs this kind of firepower. However, these weapons are in service around the world, and in an emergency, an agent might need to "acquire" one. Worse, one may be used by security forces opposing the agent! Most machine guns are belt-fed weapons, but some of the lighter ones use large-capacity box magazines.

This 7.62mm weapon is in service all over the world because of its high quality and reliability. Fires using disintegrating link belts of ammunition.

Weapons that share similar characteristics include the Belgian FN MAG, the American M60-series and the German MG3 and HK 21.

The HK 21's firing mode is F/B/A; its clip size is thus 50/16.



5.56 mm Machine Gun (NATO) (figure 35)

Availability: Military

Cost: \$2400

Mass: 6 kg

Ammunition: 5.56×45mm NATO

Accuracy: 0

Actions: 4

Mode: F/B/A

Type/Firepower: HI/O

Damage: d4+2w/d6+3w/d4+1m

Range: 60/130/320

Hide: —

Clip Size: 30/10

Clip Cost: \$8

Skill: Heavy Weapons—direct fire

This weapon is representative of the sorts of weapons that blur the distinction between assault rifle and machine gun. It uses a removable magazine.

Weapons in this caliber include the Israeli Negev, the American M249 Squad Automatic Weapon (SAW), the British L86A1, and the German HK 23E. The SAW and Negev use either a box magazine or a belt. The HK 23E uses only a belt.

Firing these weapons in burst or autofire mode without using a mount such as their attached bipods inflicts a +1 step penalty in addition to any autofire penalties.

7.62 mm Machine Gun (NATO) (figure 34)

Availability: Military

Cost: \$2500

Mass: 11 kg

Ammunition: 7.62×51mm NATO

Accuracy: 0

Actions: 4

Mode: A

Type/Firepower: HI/O

Damage: d6+1w/2d4+1w/d4+1m

Range: 60/200/600

Hide: —

Clip Size: -/16

Clip Cost: \$25

Skill: Heavy Weapons—direct fire

7.62 mm Machine Gun (Russian) (figure 36)

Availability: Military

Cost: \$1000

Mass: 9 kg

Ammunition: 7.62×45mm Russian

Accuracy: 0

Actions: 4

Mode: A

Type/Firepower: HI/O

Damage: d6+1w/2d4+1w/d4+1m

Range: 60/200/600

Hide: —

Clip Size: -/16

Clip Cost: \$25

Skill: Heavy Weapons—direct fire

The standard Russian infantry medium machinegun fires the same cartridge as the AKM assault rifle (which is not compatible with Western 7.62mm weapons). It uses disintegrating link belts of ammunition. The former Soviet Union supplied many developing countries with these weapons.

5.45 mm Machine Gun (Russian)

Availability: Military
 Cost: \$1000
 Mass: 5 kg
 Ammunition: 5.45×39mm Russian
 Accuracy: 0
 Actions: 4
 Mode: F/A
 Type/Firepower: HI/O
 Damage: d4+2w/d6+3w/d4+1m
 Range: 60/130/320
 Hide: —
 Clip Size: 50/16
 Clip Cost: \$10
 Skill: Heavy Weapons—direct fire

This machine gun serves as a squad automatic weapon in Russian infantry units. Capable of firing either single shots or full-automatic bursts, it also accepts a night sight, enabling a firer to use it as a heavy-barreled sniping weapon if necessary. Like the 7.62 mm machine gun, this weapon is also prevalent among military forces once supplied by the Soviet Union.

Grenade Launchers

This type of weapon is one the Institute rarely issues. Agents should be aware of their capabilities, though, as they are often found among military troops all over the world. All ammunition issued by the Institute for such weapons is compatible with rangefinders (see below).

Note that although Heavy Weapons—indirect fire is listed as the skill required to use grenade launchers, it is appropriate only when the weapon is used in indirect fire mode—arcing a grenade over an intervening obstacle. With the Gamemaster's permission, a hero who wishes to use the grenade launcher in direct fire mode—firing a tear gas grenade through a building window, for example—may use Heavy Weapons—direct fire instead. The same applies to rifle grenades (see "Grenades" below).

Single-shot Under-barrel 40 mm Grenade Launcher

Availability: Military
 Cost: \$700
 Mass: 2 kg
 Ammunition: 40mm grenades
 Accuracy: 0
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: varies by grenade
 Range: 100/200/400
 Hide: —
 Clip Size: n/a
 Clip Cost: n/a
 Skill: Heavy Weapons—indirect fire

Many 5.56 mm assault rifles, especially the M16 series of weapons, take an under-barrel 40 mm grenade launcher. A single-shot weapon, it is aimed with a separate sight. After firing, the shooter opens the breech and reloads the weapon. The most well known of the under-barrel 40 mm grenade launchers is the American M203.

Russia has a similar weapon for their AK-74 rifles called the BG-15, though its grenade ammunition is not compatible with American weapons.

This follows the standard, single-shot grenade launcher rules in the Player's Handbook.

Rotating-barrel 40 mm Grenade Launcher

(figure 37, page 66)

Availability: Military
 Cost: \$900
 Mass: 5 kg
 Ammunition: 40mm grenades
 Accuracy: 0
 Actions: 2
 Mode: F
 Type/Firepower: HI/O
 Damage: varies by grenade
 Range: 100/200/400
 Hide: —
 Clip Size: 6
 Clip Cost: \$36
 Skill: Heavy Weapons—indirect fire

This grenade launcher looks like a revolver with a shoulder stock, forward grip, and overly large cylinder. It holds six 40mm grenades in its cylinder. It's not the fastest weapon in the world, but it allows a firer to bring six grenades onto a target more quickly than anything else except an automatic grenade launcher. It remains in use after over 20 years. The South African Armscor MGL-6 is the best representative of this weapon.

Grenades

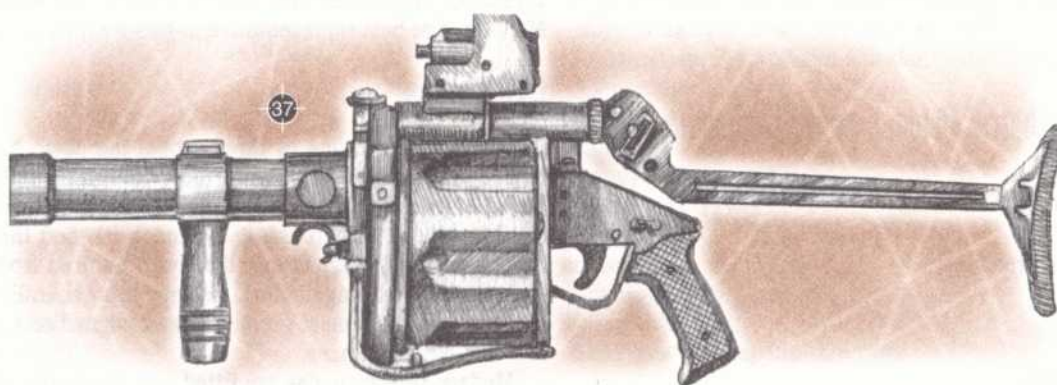
Grenades come in one of three types: the basic hand grenade (which may either be thrown or fired from a grenade launcher), the rifle grenade (which is attached to the end of the barrel and a rifle round fired through it to launch it), and the 40mm airburst grenade (designed specifically to be fired from a grenade launcher with a rangefinder). As they are generally considered military ordnance, most grenades are assigned to agents only in extreme circumstances.

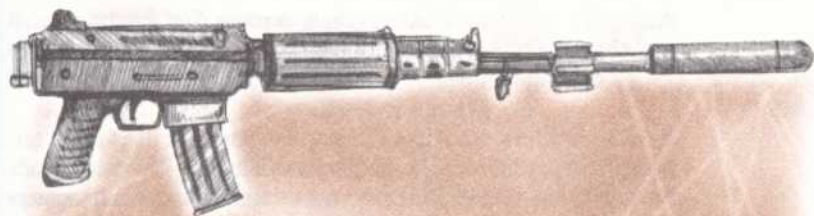
Modern rifle grenades are fitted over the barrel of a rifle previously fitted with an adapter (see the "Firearm Accessories" section below). The base of the grenade fits over the muzzle of the rifle. When the user fires the rifle, the grenade "traps" the bullet in the base, and that triggers the grenade's rocket propulsion. Any model of grenade is available in rifle grenade form, even if not specifically designed for it (as the HEAP grenade is). Cost for a rifle grenade version is the normal cost plus \$5.

Airburst grenades are designed for use with grenade launchers only. They make use of a rangefinder (see "Rangefinders"

TABLE 4: MILITARY WEAPONS IN USE IN 2002

Country	Pistol	SMG	Assault Rifle	Machine Gun
Angola	9mm semi-auto	—	AKM	PKM
Argentina	9mm semi-auto	—	FN-FAL	FN MAG
Australia	9mm semi-auto	—	L85A1	L86A1
Austria	9mm semi-auto	—	Steyr AUG	Steyr AUG
Brazil	9mm semi-auto	Beretta 12	HK G33	HK 21E
Canada	9mm semi-auto	M4	M16A2	M16A2 LMG
Colombia	9mm semi-auto	Uzi	HK G3	HK 23E
El Salvador	—	—	M16A2	M16A2 LMG
France	9mm semi-auto	HK MP5SD6	FAMAS	—
Germany	9mm semi-auto	HK MP5	HK G3	—
India	9mm semi-auto	HK MP5	FN-FAL	FN MAG
Iran	.45 semi-auto	Uzi	—	HK G3
Israel	9mm semi-auto	Uzi	IMI Galil	IMI Negev
Italy	9mm semi-auto	Beretta 12	Steyr AUG	Minimi
Jordan	9mm semi-auto	—	HK G33	M60E1
Mexico	.45 semi-auto	M16A2	—	HK 21E
Nigeria	9mm semi-auto	Cz61 Skorpion	HK G3	—
Peru	9mm semi-auto	—	FN-FAL	FN MAG
Portugal	9mm semi-auto	Ingram	HK G3	HK 21E
Russia	9mm semi-auto	AKSU	AN-94	PKM
South Africa	9mm semi-auto	Armascor BXP	IMI Galil	FN MAG
Spain	9mm semi-auto	—	—	Steyr AUG
Switzerland	9mm semi-auto	—	Steyr AUG	—
Thailand	9mm semi-auto	Uzi	HK G33	M60E1
United Kingdom	9mm semi-auto	HK MP5	L85A1	L86A1
United States	9mm semi-auto	HK MP5	M16A2	Minimi





Treat this like a fragmentation grenade, but halve the effectiveness of the armor of the target.

HEAP grenade \$150, 1 kg, Military



F. Smoke. See Chapter 11 in the Player's Handbook.

Smoke grenade \$50, 1 kg, Controlled



G. Sticky bomb. Sticky bombs are grenades that scatter sticky foam (see the sticky foam sprayer, below) over in an 8-meter radius. The foam hardens at the end of the round in which it's exposed to air. The foam is permanent, but the Institute issues an aerosol that dissolves the foam to anyone who requisitions the grenades.

Anyone caught in the foam suffers a +2 step penalty to any actions that require physical movement. Movement rates of those in the foam are

halved. A successful Strength feat check will free a trapped individual (apply a +2 step penalty if the individual is attempting to free himself).

Sticky bomb \$75, 0.5 kg, Military

below) to determine the range to a target. The information from the rangefinder automatically adjusts the fuse inside the grenade so that it bursts above the target, where there is often less cover. Note that targets inside a building or in a covered foxhole will still gain the benefits of overhead cover as determined by the material protecting them. This is best used against targets who are hiding behind fallen logs, improvised fighting positions, or other such cover (protecting principally front or sides). Airburst grenades are usually fragmentation or WP (incendiary) grenades. Airburst grenades cost 5 times the normal grenade price.

In addition to the standard types, magbombs are hand grenades with magnetic clamps intended for use against vehicles. They are only available in fragmentation and thermite varieties. Multiply the grenade cost by 1.5 to get the price for the magbomb version.

A hero using a magbomb grenade against a vehicle receives a -2 step bonus to his attack roll.

A. Concussion grenade. See Chapter 11: Weapons & Armor in the Player's Handbook.

Concussion grenade \$75, 0.5 kg, Military

B. CS gas grenade. See the tear gas variety of "smoke grenade" in Chapter 11 in the Player's Handbook.

CS gas grenade \$50, 0.5 kg, Controlled

C. EMP grenade. Russian arms manufacturers began selling these in 1996. They emit an electromagnetic pulse when they explode, which damages electronic circuitry.

EMP grenades function identically to the PL 7 pulse grenades from the Player's Handbook.

EMP grenade \$350, 0.5 kg, Military

D. Fragmentation grenade. See Chapter 11 in the Player's Handbook.

Fragmentation grenade \$75, 1 kg, Military

E. HEAP grenade. High-explosive armor-piercing grenades are only available in airburst and rifle grenade form.

H. Stingball grenade. These grenades contain a reduced explosive, and they release hard rubber pellets. They've seen use against Somali mobs and American prison riots.

Targets within 2 meters suffer Amazing damage. Those 2-6 meters away suffer Good damage. Those 6-10 meters away suffer Ordinary damage.

Note that a version in which the pellets are soaked in oleoresin capsicum (see "pepper spray" below) is available for an additional \$10. Those who suffer damage from this version also suffer a +1 step penalty to all actions and action checks for d4 rounds. A successful Resolve-physical resolve skill check reduces this duration by 1, 2, or 3 rounds (for an Ordinary, Good, or Amazing success).

Stingball grenade \$50, 0.5 kg, Controlled

I. Stun grenade. Also called "flash-bang" grenades, these devices produce a blinding flash and a painfully loud noise. These leave smaller traces of forensic evidence than stingball grenades, and don't run the risk of allergic reactions.

Targets within 2 meters suffer Amazing damage. Those 2-6 meters away suffer Good damage. Those 6-10 meters away suffer Ordinary damage. Anyone who detects the stun grenade entering the room can make a Dexterity feat check at a +3 step penalty to turn away before the flash. With a Marginal result, the hero is blinded, taking a +3 step penalty to subsequent actions for d4+1 rounds. On an Ordinary result, all actions requiring sight are at +2 step penalty. A Good result reduces the penalty to +1 step, and an Amazing result eliminates the penalty.

Note that this is different from the PL 6 stun grenade found in Chapter 11 in the Player's Handbook.

Stun grenade \$100, 0.5 kg, Controlled

J. Thermite grenade. Thermite grenades do not explode, they ignite. These things burn hot enough to go through engine blocks, so you'll want to stay back once they ignite.

A thermite grenade ignites 1 phase after it is activated, and burns for 3 phases. In each phase, a thermite grenade inflicts $d6+2w$ (En/G) to anything it is in contact with. Flammable objects will almost certainly catch fire.

Also, anyone within 2 meters of a burning thermite grenade must make a Constitution feat check and compare the result to the "Heat/smoke" column of TABLE G16: FIRE DAMAGE in Chapter 3: Gamemasters In Action in the Gamemaster Guide.

Thermite grenade \$200, 1 kg, Controlled

K. Tranquilizer grenade. When you want to bring down a group of targets without permanent damage, a tranq grenade might be your best option. It's especially useful indoors, in areas without adequate ventilation.

This is an inhaled irritant, with an onset time of 1 round and a duration of 10 minutes. Targets within 2 meters suffer Amazing damage. Those 2–6 meters away suffer Good damage. Those 6–10 meters away suffer Ordinary damage. Agents should use caution when deploying this weapon as some targets are unable to tolerate the chemicals and subsequently slip into a coma (Critical Failure on Constitution feat check). See "Poison" in Chapter 3: Gamemasters In Action in the Gamemaster Guide.

Tranquilizer grenades \$50, 0.5 kg, Controlled

L. WP grenade. Identical to the incendiary grenade found in Chapter 11 in the Player's Handbook.

WP grenade \$150, 0.5 kg, Military

Oddities

This category represents ideas of things that an agent could encounter or build in the field. We issue almost none of them.

A. .22 cal fountain pens. These weapons actually existed during the Cold War of the previous century. You must use criminal channels to acquire.

.22 cal fountain pen \$750+, 0.1 kg, Controlled

B. .22 cal knife. This is a Chinese weapon that uses a .22 cartridge, but no bullet. The gunpowder launches the knife blade itself in to the target. You must use criminal channels to acquire this weapon.

.22 cal knife \$350+, 0.5 kg, Controlled

C. .38 cal cigars. For the assassin who needs more firepower than just his pen. You must use criminal channels to acquire such a weapon.

.38 cal cigars \$800+, 0.1 kg, Controlled

D. Air pistols and air rifles. Used to fire darts or pellets that deliver a chemical payload, these weapons are very quiet. We're happy to issue these to agents pursuing nonlethal options.

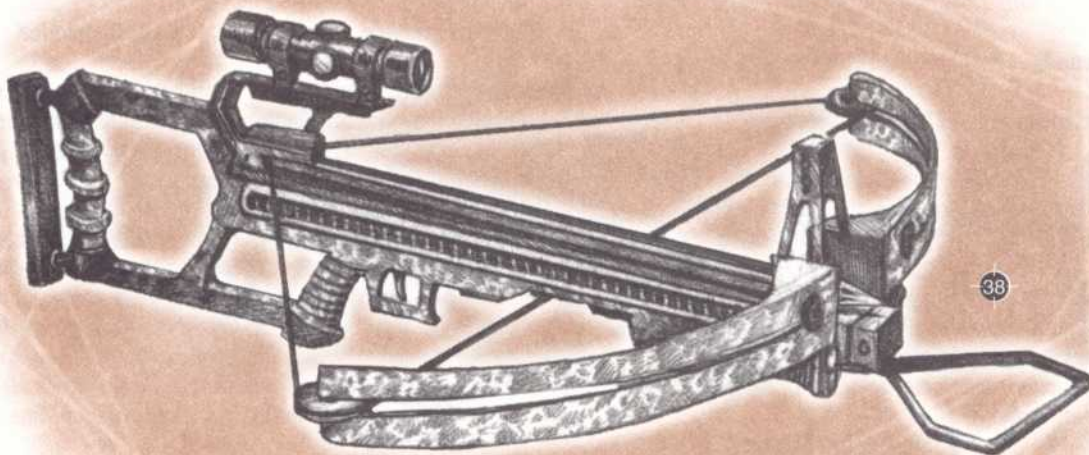
Air pistol \$50, 1 kg, Common
Air rifle \$90, 2.5 kg, Common

E. Blowguns. Modern blowguns can achieve fairly good accuracy and range with practice. They're easily assembled or disassembled, and they can be made without metal parts.

Blowgun \$25, 1 kg, Common

F. Coffee can projector. One of our agents reported that a science fiction fan built this weapon. It fires a coffee can full of cement. It's bulky and dangerously loud.

Coffee can projector \$200, 8 kg, Controlled



G. Compound bow. Bow hunting remains a popular sport pastime in North America. Any agent using bow hunting as a cover can requisition one of these.

Compound bow \$250, 2 kg, Any

H. Crossbow (figure 38, page 68). Modern crossbows deliver reasonable firepower at a reasonable range with little or no noise.

Crossbow \$350, 2 kg, Any

I. Harpoon gun. This vehicle-mounted cannon throws a spear, trailing a rope or cable, in to an animal. The operator then uses the rope to haul the animal onto the vehicle. Some harpoons mount explosive heads to facilitate single-shot kills.

Harpoon gun \$1200, 20 kg, Common

J. Pipe bomb. It's entirely possible to make nitroglycerine, or even C4 plastic explosives, in a home kitchen. Put it into something metal and you have yourself a nice fragmentation device. It's possible that more people have been injured or killed attempting to make these than being the target of them. Still, dead is dead, even from a homemade bomb. Best to call someone with sufficient expertise when dealing with these things.

Gamemasters should remember to enforce the scratch-built explosives rules, in the Player's Handbook under the Demolitions skill.

Pipe bomb \$10+, 1.5 kg, Controlled

K. Trash can mortar. Essentially a simple, inaccurate mortar formed from a trash can and some simple explosives.

Trash can mortar \$50, 5 kg, Controlled

L. Zip gun. Crude, homemade pistols are notoriously unreliable. You must use criminal channels to acquire.

Zip gun \$200, 1 kg, Controlled

Nonlethal Weapons

Because so many people with lawyers object so strenuously to being shot, law enforcement agencies have had to come up with less damaging means of neutralizing the bad guys. Fortunately, many of their innovations have useful applications in our line of work, too.

Note that many of the grenades listed above (including the CS gas, EMP, smoke, sticky bomb, stingball, stun, and tranquilizer grenades) also fit into this category.

A. CS Gas fogger. Foggers look, and work, like flame-throwers, except that they spray CS (tear) gas instead of burning jellied gasoline. These can be assembled with \$100 in materials.

CS gas fogger \$100, 22 kg, Controlled

B. HERF weapon (figure 39). HERF weapons use a focused nonnuclear electromagnetic pulse to disable electronic equipment. Those used by the Institute and other agencies do not destroy themselves on activation. Anyone and anything within 100 meters of the target suffers the effects, provided they depend on electronics in some form. For instance, this weapon is very dangerous to anyone with a pacemaker. It can stop a car's engine or destroy a computer. With a bit of technical know-how, a person could make one of these from available electronic parts.



All electronic equipment within 10 meters of the device suffers Amazing damage. Equipment within 10 to 40 meters of the HERF weapon sustain Good damage. Electronic devices within 40 to 100 meters take Ordinary damage.

HERF weapon \$300, 4 kg, Military

C. Ketch-all pole. This is essentially the polearm version of the garrote. It is used to ensnare stray animals and prevent them from running away or attacking. Generally they are only used by law enforcement and animal control agencies, but the Hoffmann Institute has found them occasionally useful for handling the kinds of nasties that an operative might encounter.

The victim's Dexterity resistance modifier is lowered by 1, 2, or 3 steps, based on the result of the user's skill check (Ordinary, Good, or Amazing). Note that if the Ketch-all's user manages to get it around the throat of a breathing creature and decides to pull the cord as tight as possible, it acts as a strangulation attack (see the "Strangulation" sidebar in Chapter 3: Gamemasters In Action in the Gamemaster Guide.)

Ketch-all pole \$120, 4 kg, Common

D. Laser blinder. This is a rare weapon that is useful only in very limited circumstances. The shooter must aim for the eyes in an effort to blind a target. Lasers are notoriously finicky, since rain, fog, dust, or other atmospheric "anomalies" can diffuse any man-portable device. An older version of this device is available for mounting inside an M203 grenade launcher.

With an Ordinary success on the attack roll, the target suffers a +1 step penalty to Awareness-perception checks, attacks, and any other skill checks dependent on vision for 6d6 days. A Good success inflicts a +2 step penalty for 2d6 days. Those suffering vision penalties from an Ordinary or Good result may hasten recovery by attempting a Resolve-physical resolve skill check once per day; an Ordinary or better success reduces the penalty by one step.

An Amazing result on the attack roll permanently blinds the target. This blindness may only be cured by a Medical Science-surgery skill check of Good complexity.

Laser blinder \$1500, 2 kg, Military

E. Liquid metal embrittlement sprayer. This weapon consists of heavy tanks worn on the back, a spray nozzle and trigger as-

sembly, and a hose connecting the two. The LME sprayer is somewhat caustic, and agents should be wary of exposure to the chemical, which contains metals that are liquid at, or near, room temperature.

Applied to a metal surface, the chemical forms alloys with the metal under attack, reducing its durability, toughness, and armor (see "Property Damage" in Chapter 3: Gamemasters In Action in the Gamemaster Guide). Durability is -1 after 10 minutes, -2 after an hour, and -3 after four hours. Toughness reduces one grade (for example, from Good to Ordinary) after one hour. Armor is halved after an hour.

Example: A safe has durability 8, Amazing toughness, and heavy armor (see TABLE G13: OBJECT ARMOR in the Gamemaster Guide). If sprayed with LME, in 10 minutes the durability is 7. In an hour, the durability is 6, the toughness is Good, and the armor can stop half of $2d4+1$ points of damage instead of the full amount.

For those who come into contact with the liquid metal, treat it as an Ordinary irritant contact poison—+1 step penalty, onset 1 round, duration 10 minutes. See "Poison" in Chapter 3: Gamemasters in Action in the Gamemaster Guide.

LME sprayer \$800, 8 kg, Controlled

F. Net launcher. This is a bulky, compressed air rifle with a conical muzzle that throws a weighted net when fired.

A target trapped in a net cannot move except at by crawling (half normal walk rate), suffers a -2 penalty to its Dexterity resistance modifier, and has a +2 step penalty to actions requiring physical movement. Netted targets may escape by wriggling free (a Dexterity feat check requiring a full round) or breaking free (a Strength feat check with a +2 step penalty, requiring only a single action).

Net launcher \$450, 4 kg, Controlled

G. Pepper spray. This is a weaker tear gas (oleoresin capsicum) that's available commercially.

Anyone caught in the spray must make a Constitution feat check. A Critical Failure imposes a +3 step penalty to all actions and action checks, a Failure gives a +2 step penalty, and an Ordinary a +1 step penalty. Good or Amazing successes mean that the target is unaffected. These penalties last $d6+1$ rounds. A successful Resolve—physical resolve check reduces the duration of the effects by 1, 2, or 3 rounds, depending on the degree of success—Ordinary, Good, or Amazing.

Pepper spray \$30, 0.5 kg, Any

H. Sticky foam sprayer (figure 40). Sticky foam sprayers are primarily used for mob control, rather than individual control. The foam hardens at the end of the round in which it's exposed to air. The foam is permanent, but the Institute issues an aerosol that dissolves the foam to anyone who requisitions the sprayer.

Any target hit by a sticky foam sprayer suffers a +3 step penalty to any actions that require physical movement and can move at only 1/4 his normal rate. A successful Strength feat check will free a trapped individual (apply a +3 step penalty if the target is attempting to free himself).

This weapon first saw field use in the hands of the United States Marine Corps, also known as Uncle Sam's Misguided Children. During the U.N. withdrawal from Somalia in 1995, the



Marines deployed with a number of nonlethal weapons, including backpack sprayers for sticky foam. At one point, while being pursued by a Somali mob, a Marine used his sprayer to build a barricade, slowing the pursuit and allowing a successful withdrawal with no casualties.

Building a barricade with sticky foam relies on a set of anchors, like buildings on opposite sides of a street or the walls on each side of a hallway. Anyone entering the barrier while still "sticky" is subject to the normal effects of the foam. Agents should note that sticky foam doesn't support its own weight very well, so the barricade won't be more than a meter high.

Each action spent creating the barrier adds 1 cubic meter to its size. Such a barrier can't be more than 1 meter tall, and has a minimum dimension of 1/2 meter. Thus, a single action could create a barrier 1 meter tall×2 meters wide×1/2 meter thick, for instance.

Sticky foam sprayer \$200, 8 kg, Controlled

I. Strobe light. This weapon uses specific rates of strobing to induce seizures in humans. There is some danger to users, so we issue protective goggles with liquid crystal lenses with the weapon.

Armor does not protect against this weapon, but closing your eyes does. At short range, it affects the target and everyone standing immediately next to the target. At medium range, it affects everyone within a meter of the target. At long range, it affects everyone within 3 meters of the target.

Anyone who suffers damage from this weapon must make a *Resolve*—physical resolve skill check (at a +1, +2, or +3 step penalty, based on the success of the attack). On a Critical Failure, the target suffers a +2 step penalty to all actions and action checks for d6+1 rounds (in addition to the damage inflicted). On a Failure, the penalty is only +1 step and lasts for d4+1 rounds. An Ordinary or better result on the physical resolve skill check indicates that no penalty is applied.

A hero using this weapon without the distinctive protective goggles must make a *Resolve*—physical resolve skill check as above.

Strobe light (& goggles) \$300, 4 kg, Common

J. Subsonic nauseator. This device fires a "burst" of sound waves at a target. These have an effect similar to that of a subwoofer: They unsettle the equilibrium of the target, which leads to nausea or similar response. Note that while this weapon will shatter glass or other fragile cover, anything more solid disrupts the sound waves.

Armor reduces these vibrations and thus their damage. At short range, it affects the target and everyone standing immediately next to the target. At medium range, it affects everyone within a meter of the target. At long range, it affects everyone within 3 meters of the target. This weapon suffers the same range difficulties as shotguns—it does double damage at short range and half damage (rounded down, minimum 0) at long range.

Any target that suffers damage from this weapon must make a *Resolve*—physical resolve skill check (at a +1, +2, or +3 step penalty, based on the success of the attack). On a Critical Failure, the target suffers a +2 step penalty to actions and action checks for d6+1 rounds. On a Failure, the target suffers a +1 step penalty to actions and action checks for d4+1 rounds. An Ordinary or better result indicates that no penalty is applied.

Subsonic nauseator \$500, 4 kg, Controlled

K. Superlubricant sprayer. This weapon consists of heavy tanks worn on the back, a spray nozzle and trigger assembly, and a hose connecting the two. Also called "slickums," superlubricants render surfaces almost frictionless. Agents should avoid exposure to the chemical, as it is irritating to the skin.

Anyone attempting to move across a surface coated with superlubricants must make *Dexterity* feat check at a +3 step penalty. A Failure or Critical Failure indicates that the subject falls down. Note that the same check is required to stand back up, and to pick up or use any item sprayed with or dropped into slickums.

The superlubricant is the equivalent of a contact irritant (+1 step penalty to *Constitution* feat check, onset 1 round, duration 10 minutes). Anyone directly sprayed with the chemical suffer a +3 step penalty to the *Constitution* feat check to resist. See "Poison" in Chapter 3 in the Gamemaster Guide for details.

Superlubricant sprayer \$200, 8 kg, Controlled

L. Taser. This weapon fires two spring-loaded darts that trail wires behind them when fired. The wires connect to a capacitor in the weapon, which releases its electrical charge in to the darts' target.

Armor is twice as effective against taser darts, but the weapon is nearly silent.

Taser \$55, 1 kg, Common

M. Water cannon. This riot control gear is mounted on large trucks with substantial water supplies. The pressure of the water can knock down nearly anyone it hits. A typical fire hose will have a similar effect.

Water cannon \$2500, 100 kg, Controlled

N. Combustion alteration technologies. CAT isn't a projectile weapon, it's a range of biological weapons that alter the composition of gasoline, either by changing it in to gel or by dissolving and digesting it. Pouring some of this in to the gas tank of a target's vehicle renders it immobile within 30 minutes. This substance has no effect on humans, though ingestion tests on animals indicates that it causes indigestion and intestinal anomalies for about a day.

Combustion alteration tech \$200, 0.5 kg, Controlled

Melee Weapons

This section is meant to expand upon the melee weapons listings in the Player's Handbook. An item not listed here is very likely listed there.

A. Brass knuckles. "Fist loads" are designed to increase punching damage by adding some extra weight to the fist. This entry also includes "sap gloves," leather gloves with lead weights added to the lining.

Brass knuckles \$10, 1 kg, Any



B. Butterfly knife. These weapons appear in various martial arts and action movies. Not balanced for throwing. Also called a "balisong."

Butterfly knife \$20, 0.5 kg, Any

C. Chain. Lengths of metal links are found powering motorcycles and lifting crates. Chain weapons, such as the Chinese chain whip or the Japanese manriki and kusari, also fit into this category.

Wielders can use chain weapons to make strangulation attacks—see Chapter 3: Gamemasters In Action in the Gamemasters' Guide.

Chain \$10, 2–5 kg, Any

D. Chainsaw. Military and police units use powered saws to cut fences and open doors rapidly. Any agent using one for such purposes may find herself pressed into using it as a weapon.

Chainsaw \$250, 6 kg, Any

E. Cleaver. Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Cleaver \$25, 2 kg, Any

F. Garrote. Almost anything can be used for a garrote, from piano wire to a silk scarf. Price varies with materials.

Damage is as per the strangulation rules—see the "Strangulation" sidebar in Chapter 3: Gamemasters In Action in the Gamemaster Guide.

Garrote varies, 0.2 kg, Any

G. Hunting knife. This category represents various hunting and survival knives. Not balanced for throwing.

Treat this as the PL 5 combat knife in the Players' Handbook.

Hunting knife \$75, 1.5 kg, Any

H. KGB umbrella drug injectors. A KGB assassin could "accidentally" poke the target with the tip of the umbrella and the weapon drove a pellet, coated with a toxic chemical, in to the target's body. You must use criminal channels to acquire.

Umbrella drug injector \$350, 2 kg, Military

I. Kukri. This is the traditional weapon of the Gurka people of Nepal. It has a recurved blade and a slightly rounded point. It's also balanced for throwing.

Kukri \$50+, 2 kg, Any

J. Metal baton. These include modern night sticks with handles sticking out at right angles from the main stick, extendable steel batons, and sai.

Metal baton \$30, 2 kg, Any

K. Night stick. The traditional weapon of police the world over. Still the standard sidearm of the British "bobby."

Night stick \$35, 1.5 kg, Any

L. Nunchaku. The weapon Bruce Lee made famous. Nunchaku consist of two 18-inch lengths of wood connected by a swivel chain. The torque involved can generate a lot of pain on the part of the recipient.

Nunchaku \$20, 1 kg, Any

M. Shiv. This is a generic slang term for home made knives, common in American prisons unfortunately. Also known as "shanks." Materials cost \$5, but can be found lying around fairly easily.

Shiv \$5, 1 kg, Any

N. Shock stick. These resemble oversized nightsticks with insulated handles. They require less precision to use, since they release their current all along the stick.

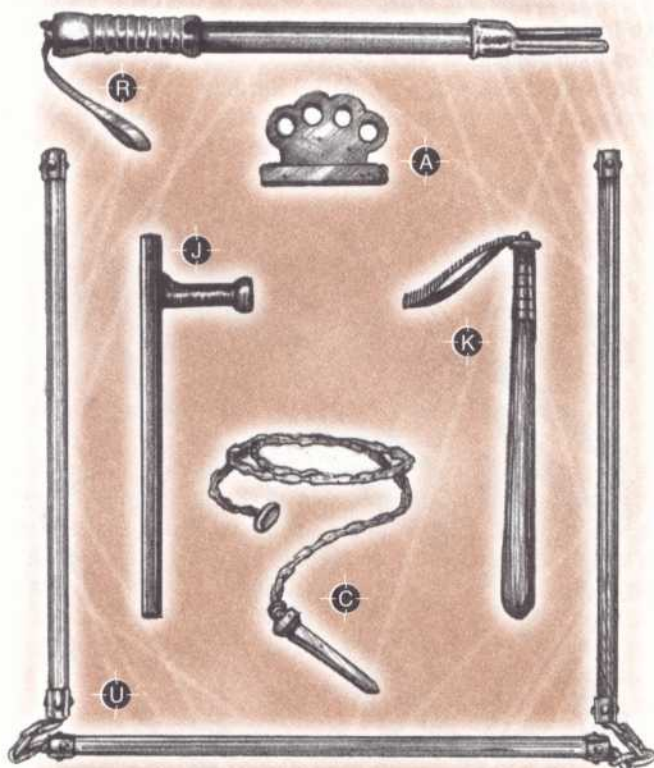
Shock stick \$75, 2 kg, Controlled

O. Sickle. These hand sickles include the kama, traditional to many karate styles.

Sickle \$25, 2 kg, Any

P. Spetsnaz entrenching tool. The Soviet Special Forces, Spetsnaz, trained to use their entrenching shovels as weapons.

Entrenching tool \$65, 2.5 kg, Any



Q. Straight razor. Favored by old-school organized crime "mechanics," and still found in some shaving kits.

Straight razor \$15, 0.25 kg, Any

R. Stun prod. These sticks have two electrodes protruding at one end. When jabbed in to a target, they release electrical current.

Stun prod \$45, 2 kg, Common

S. Switchblade. Despite their questionable legality and their association with gang violence, these are simply spring-loaded folding knives. Not balanced for throwing.

Switchblade \$15, 0.5 kg, Common

T. Sword cane. These represent the concealed swords manufactured today where the blade is built in to the handle of a cane or umbrella.

Sword cane \$150, 2 kg, Common

U. Three-section staff. A kung fu weapon consisting of three wooden rods connected by rings; each rod is 18–20" long. Those who can use the weapon effectively almost certainly possess a great deal of other martial arts training, and the discipline to stick with that training. Agents should treat such people with caution.

Three-section staff \$25, 2 kg, Any

Firearm Accessories

Unless your weapons have been custom-designed for you, you'll probably want to alter them to fit your personal preferences. As long as you're in the accessories aisle, why not add on a few more doodads? Some of this stuff will save your life. Some will just make your gun really, really heavy. But to each his own.

Personalizing

You'd be surprised how few agents bother with any of this. Maybe they're too busy, maybe they don't realize what personalizing a weapon can do for them, or maybe they just go through so many guns they don't bother any more. Your guess is as good as mine.

A. Grips. Agents can requisition a grip, microwave it, slip it over the frame of the pistol, and then clasp the weapon normally while the grip cools. The rubbery substance doesn't burn the hands; instead, it conforms to them in a few moments, forming a perfectly individualized grip.

Personalized grips can be used on pistols and machine pistols. A personalized grip negates 1 step of penalty due to double shot or autofire.

Grips \$35, —, Any

B. Balancing. Balancing must be performed by a qualified gunsmith. Any firearm weighing 1 kg or more may be balanced.

Weapons that have been balanced negate 1 step of penalty due to range, but only when fired in single shot mode (F).

A gunsmith must possess the Modern Ranged Weapons broad skill

and the applicable specialty skill as well as Technical Science—repair to be qualified to perform such a modification.

Balancing \$250, —, Common

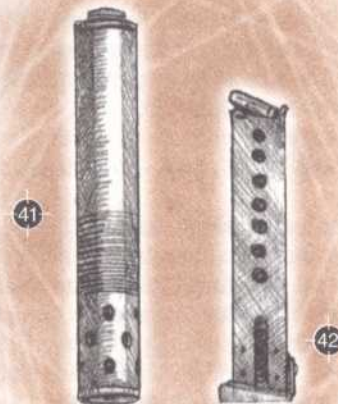
C. Adjustable stock. These include shoulder and cheek pads on the stock that allow the user to maintain the same sight picture from shot to shot. They can be installed on rifles (including hunting, sniper, and some assault rifles, as well as shotguns) and some submachine guns. Weapons with a folding stock may not receive this personalization (see the specific weapon descriptions above). You must see an Institute gunsmith to install these.

Adding an adjustable stock allows the user to gain a –2 step bonus when he takes an action to aim (see "Aiming" in Chapter 3: Heroes In Action in the Player's Handbook), but only when fired in single shot mode (F).

A gunsmith must possess the Modern Ranged Weapons broad skill and the appropriate specialty skill as well as Technical Science—repair to be qualified to perform such a modification. The Technical Science—repair skill check to make this modification suffers a +1 step penalty.

Adjustable stock \$500, —, Common

D. Silencers (figure 41). Silencers, more correctly called "suppressors," can be made from pipe and washers, plastic jugs, and many other commonly available items.



Normal operation of a firearm emits Good noise (for purposes of detection). By themselves, suppressors reduce firearm noise to Ordinary. Combined with subsonic ammunition (see below), they can reduce the noise to Marginal.

Because of the gap between cylinder and frame, revolvers can not be suppressed, and due to the nature of their ammunition, suppressors aren't made for shotguns. Suppressors are available for every other weapon up to and including assault rifles. Weapons larger than handguns mounted with suppressors cannot be concealed. A handgun with a suppressor attached suffers a +1 to its Hide rating.

Homemade suppressors will reduce firearm noise for only the first two shots, and will fail completely on a Critical Failure. After that, they don't reduce the sound at all. Add +1 to Accuracy, and weapons using homemade suppressors can't be concealed.

Silencer \$150, 0.3 kg, Controlled

Sights

There are some general rules to keep in mind when using sights. You can only use the single shot firing mode while taking advantage of these sights. Using such a sight reduces your peripheral vision. Sights can not be used in conjunction with night-vision goggles, when wearing gas masks, or when in containment suits unless you're using a HUD and a digital sight specifically modified to transmit images to your HUD.

Sights only function when a weapon is using single shot mode (F). A firer using a sight on a weapon incurs a +1 step penalty to Awareness-perception checks based on peripheral sight as determined by the Gamemaster.

A. Digital. These use the same technology as that found in digital cameras. They translate an image through a digital process so that the viewer sees that image as close to how it will appear in print as possible. In fact, combined with a laptop, the digital sight can be used to capture images for transmission to the Institute. They can also display images on larger screens or in a HUD, allowing you to use your sights without loss of peripheral vision or enabling you to "shoot around corners" by holding the weapon around an obstacle without sticking your head out from cover. These sights can add other enhancements as well, such as light-intensification, magnification, or image enhancement. Add the cost of these enhancements directly to the basic sight.

Digital sight \$1500+, 1-2 kg, Common

B. Illuminated. Illuminated sights don't make the target easier to see, but they do make it easier for you to line your weapon up with what you can see. You can also use these when you're wearing a gas mask or containment hood.

These reduce penalties for darkness by one step.

Illuminated sight \$80, —, Common

C. Infrared (active or passive). Infrared (IR) shows anything that's not the same temperature as the surrounding air. Active IR sights use an infrared searchlight to show anything that reflects the heat. The drawback is that any passive IR sight can see the searchlight, making the user a target. Passive IR is simply a receptor that views IR sources. Both kinds are digital. They generally include magnification qualities as well.

These reduce penalties for darkness by two steps and penalties for long range by one step.

Infrared scope \$300, 1 kg, Common

D. Laser aiming dot. There are two kinds of laser aiming dots available for mounting on rifles, submachine guns, machine pistols, and pistols. The first projects a visible red dot on the target. These can be compatible with other sights, but that requires additional expense and gunsmith work. They can be used even

when a gas mask or containment hood covers your face. The other kind projects an infrared dot visible through IR sights or your HUD. This infrared light is a laser and therefore only visible to passive IR if looking directly at the front of the emitter (and therefore right down the barrel of your gun), or at the target. Lasers are notoriously finicky, since rain, fog, dust, or other atmospheric "anomalies" can diffuse any man-portable device.

Either of these grants the firer a -1 step bonus when firing at short or medium range.

Laser aiming dot \$250, 0.5 kg, Common

E. Light-enhancing. Light-enhancing optical sights use passive light-gathering, enhancing existing light. In complete darkness, they are useless. Digital versions are available. They generally include magnification qualities as well.

These sights reduce penalties for darkness two steps and penalties for long range by one step.

Light-enhancing sight \$300+, 0.1 kg, Controlled

F. Magnification. Makes distant objects appear closer.

This reduces long range penalties by two steps.

Magnification sight \$120, 1 kg, Common

G. Thermal. Liquid nitrogen cools thermal sights to enhance their ability to distinguish heat. Our digital thermal sights use Micro Electro-Mechanical Systems to reduce their overall size, but are only barely small enough to carry. Thermal sights are completely capable of "seeing through" light cover such as brush. They generally include magnification qualities as well.

Thermal sights reduce penalties for darkness by three steps and penalties for long range by two steps.

Thermal sight \$1200, 1.5 kg, Controlled

H. Flashlight. The Institute strongly discourages using under-barrel mounted flashlights. Not a sight *per se*, they illuminate the target, but they tell everyone who can see the light where you are, and they destroy your night vision.

A flashlight mounted under the barrel has its normal effect for negating darkness penalties.

Integrated flashlight \$40, 0.1 kg, Any

Magazines

Not all contemporary weapons have ammunition clips. Whether a weapon uses a magazine is noted in its text description. It's safe to assume that no single-shot weapons have magazines.

It takes at least one action to change a clip during a combat scene. To change a clip and shoot in the same phase, a +2 step penalty applies to the attack action. Reloading a weapon that does not have a clip, such as a revolver or a double-barreled shotgun, takes one action per shell loaded.

A. Bandoleer. These are wide canvas or leather "belts" worn around the waist or across the chest. They hold up to 50 individual shells or bullets. It's possible to wear two in an "X" across the chest and a third around the waist, for a total of 150 shells or bullets.

Because these allow sure and ready access to the rounds, you can reload up to two bullets per action provided you don't also try to fire the weapon. These bandoleers are concealable, with a +1 Hide.

Bandoleer \$10, 1 kg, Any

B. Double column. A metal frame holds a second magazine parallel to the primary magazine in the weapon and allows ready access to a second magazine. These magazines are only useful on conventional submachine guns and assault rifles, since they interfere with holding the grip in other types of weapons.

Using a double column magazine allows a firer to reload and fire in the same action with only a +1 step penalty.

Double-column magazine \$15, 0.5 kg, Controlled

C. Drum. These magazines negate any possibility of concealing the weapon. Any conventional assault rifle or submachine gun can mount a drum magazine, as can any self-loading handgun or machine pistol. Submachine gun and assault rifle drums carry 50 rounds of ammunition. Pistol and machine pistol drums load 30 rounds of ammunition.

Drum magazine \$25, 1.5 kg, Controlled

D. Extended (figure 42, page 73). These magazines are just longer versions of standard magazines for semi-automatic pistols. Multiply the normal capacity by 1.5 (rounding down) to determine how many rounds an extended magazine holds. For instance, a 9mm semi-automatic pistol normally has a capacity of 15 rounds. An extended magazine has 22 rounds.

Extended magazines reduce Hide by +1, so that a 9mm semi-automatic pistol has +2 Hide with an extended magazine instead of +3.

Extended magazine 1.5xlist price and weight, Controlled

E. Saddlebag. These are nylon cordura sleeves that fit over the stock of a rifle or shotgun, holding four bullets or shells on each side of the stock. You can mount these on the weapon well in advance of trouble.

They allow sure and ready access to the rounds, so you can reload up to two bullets per action provided you don't also try to fire the weapon.

Saddlebag magazine \$20, 2 kg, Any

F. Speed-loader. Bullets are preloaded into the speed-loader. In combat, you swing out the cylinder of your revolver, drop the expended casings, and then press the speed loader in to place at the back of the cylinder. With the press of a button, you load all the bullets in to all the chambers in the cylinder simultaneously.

This allows you to reload a revolver in a single action, or to reload and shoot in the same action with a +2 step penalty. Filling an empty speed-loader takes as long as loading an empty revolver.

Speed-loader \$20, 0.2 kg, Common

Brass Catchers & Deflectors

If you must use cased ammunition (see "Ammunition"), we can issue you a brass catcher for your nonrevolver weapon. They catch the expended cases as your weapon ejects them, thus automatically helping remove forensic evidence from the scene.

If you choose not to use your brass catcher, your responsibility for clean up at the scene increases dramatically and our responsibility for defending your actions in court correspondingly decreases. So in a sense you're screwed if you do and screwed if you don't. Let me ram that point home: Avoid gunfights.

Most weapons are still made assuming the user is right-handed. Most weapons still eject hot, spent casings from the right side of the weapon. Brass deflectors mount on the weapon and deflect ejected cases down, instead of in to the left-handed user's face.

Brass catchers reduce a weapon's Hide rating by 1 and penalize any quick-draw attempts one step.

Brass catcher \$15, 0.25 kg, Common

Brass deflector \$5, 0.25 kg, Common

Rangefinders

These devices use a low-power laser to measure distance to a target. If used with grenade launchers, they set the arming distance for the warhead. It also allows you to use airburst grenades (see "Grenades"). Lasers are notoriously finicky, since rain, fog, dust, or other atmospheric "anomalies" can diffuse any man-portable laser.

With a rangefinder and grenades made to accept its warhead instructions, if the firer misses and the projectile scatters (see TABLE P20: ACCURACY BY RANGE in Chapter 4: Skills of the Player's Handbook), the warhead will not explode.

Rangefinder \$200, 0.25 kg, Common

Grenade Adapters

These attach easily to the end of a rifle barrel and allow the use of rifle grenades. They are not compatible with suppressors.

Anyone with the Modern Ranged Weapons-rifle skill can add one of these adapters to their weapon.

Grenade adapter \$10, 1 kg, Controlled

Guidance Systems

Guidance systems cannot be used in conjunction with night-vision goggles, gas masks, or containment suits *unless* you're using a HUD and a *digital* sight specifically modified to transmit images in to your HUD. Guided projectiles do not arm until immediately before hitting their assigned target, so they reduce the danger of property damage caused by a miss. Using such a system removes your peripheral vision.

Regardless of the variety, a guidance system reduces long range penalties by two steps and medium range penalties by one. Indirect fire weapons that use guidance systems always hit their target on an Ordinary or better result, regardless of the result found on TABLE P20: ACCURACY BY RANGE in the Player's Handbook.

Weapons using a guidance system may only fire in single shot mode (F). When operating a guidance system, the user suffers a +2 step penalty to Awareness-perception checks relying on peripheral vision.

Chemical Sniffing

Everything gives off trace chemicals in the atmosphere. Projectiles can be programmed to look for specific chemical traces and follow them back to the strongest source. Without some preparation, they can not individuate targets. For instance, a weapon that tracks humans using chemical sniffing will track any human, not a specific one. If you manage to insinuate a substance into (or onto) a target's body, a chemical-sniffing weapon can be set to that substance.

A. Sniffers. Like the radar-guided rifle grenades, these are airburst or rifle grenades with some limited guidance capability. Like the signal-guided rifle grenades, they require a physical cable connection, but to a laptop or palmtop. The computer tells the grenade what to look for, and then it can be fired.

This gives the user a -1 step bonus when firing the grenade, with the added bonus that the grenade will not arm unless the preprogrammed chemical is present.

Inertial Guidance System

This Inertial Guidance System (IGS) works with a global positioning system (GPS) and a rangefinder. It's useless against a moving target, but it's impossible to distract or decoy if your target is immobile. You need a GPS connected to your rangefinder to use this effectively.

When using IGS/GPS software available from the Hoffmann Institute, you can set a specific point for detonation. This allows you to "lob" a smart rock (see below) past or above a target's cover, thus negating the protective effect of such cover.

A. Cluster rock. This is an airburst or rifle grenade composed of eight smaller grenades. When it is over the target, it bursts, scattering the eight smaller grenades. This doubles the area of effect for the grenade used (it comes in concussion, CS gas, fragmentation, smoke, stingball, and WP versions).

Multiply Amazing damage by 2 and Good damage by 1.5 to represent the overlapping effects of the submunitions. For example, a normal fragmentation grenade does Amazing damage to all within 2 meters; Good damage to those within 6 meters, and Ordinary damage to those within 10 meters. A fragmentation cluster grenade does Amazing damage, doubled, to all those within 4 meters, Good damage times 1.5 to all within 12 meters, and Ordinary damage to those within 20 meters.

B. Smart rock. All airburst and rifle grenades issued by the Institute work with a rangefinder. Unlike normal grenades, these possess some limited guidance ability. Smart rocks come in fragmentation, WP, CS gas, smoke, stingball, and concussion versions. They work as normal projectiles if no rangefinder is available.

Infrared

Infrared (IR) guidance systems greatly improve accuracy in low-light conditions. The vulnerability of the IR guidance system is

that it generally "chases" the hottest source it can find, such as a flare. On the other hand, it's simple, robust, and once fired it requires no further operator input.

In addition to the effects noted above, IR guidance systems reduce penalties for darkness by 2 steps.

Heat-seeking grenade. Similar to the rocket ammunition described above, airburst and rifle grenades can be requisitioned as heat-seekers.

This ammunition uses the Heavy Weapons-direct fire modifiers instead of indirect fire modifiers.

Laser Guidance

Projectiles follow a reflected laser beam to the source of the reflection. Lasers are notoriously finicky, since rain, fog, dust, or other atmospheric "anomalies" can diffuse any man-portable device.

Such atmospheric anomalies can reduce or even eliminate the penalty negation of this guidance system.

Laser emitters. The Institute uses laser blinders as laser emitters when using this guidance method. The U.S. Army's system, LANTIRN, is a purpose-built laser emitter. Airburst smart rocks and rifle grenades are available with laser sensors. Versions include concussion, fragmentation, smoke, CS gas, pulse, HEAP, and WP.

Millimeter Radar

Millimeter radar requires a large power source, a radar emitter, a display station for the operator, and a launcher. Its chief weaknesses are that it's not portable, any anti-police radar detector can be easily modified to detect millimeter radar, and there are many munitions that can track radar signals to their source. All radar-guided weapons can be distracted with metallic fibers or powder called chaff.

Radar-guided rifle grenades. Although we do not make millimeter radar emitters small enough to mount on a weapon, it is possible to requisition rifle grenades for use with a vehicle-mounted emitter. Since the radar also functions as a rangefinder, this ammunition gets the normal rangefinder benefits.

Signal Homing

Signal-guided weapons use the opponent's own emitters against him. Anti-emitter weapons "remember" the emitter location if it shuts down. If your opponent is transmitting on a known frequency, for instance because you planted a bug, signal-guided weapons can be very effective.

Signal-guided rifle grenade. This is similar to the radar-guided grenade described earlier, but these require a physical cable connection to a frequency scanner before firing. Rotate the slip ring around the base while the scanner is "listening" to the desired frequency, and that locks in the guidance system of the grenade. They are available only in fragmentation and EMP forms.

Table 5: AMMUNITION AVAILABILITY AND COST

Ammunition Type	Machine Pistol	Machine Pistol	Grenade SMG	Grenade Rifle	Shotgun	gun	Launcher	(Hand or Rifle)	Cost	Avail.
40mm foam rubber	N	N	N	N	N	N	Y	N	\$1/1	Mil
AP	Y	Y	Y	Y	Slug	Y	N	N	1.5×Standard	By weapon
Beanbag	N	N	N	N	Y	N	Y	N	\$1/1	Con
Birdshot	N	N	N	N	Y	N	N	N	75×Standard	By weapon
Buckshot	N	N	N	N	Standard	N	N	N	See weapon	By weapon
Cluster rock	N	N	N	N	N	N	Y	Y	2×Grenade	Mil
Concussion	N	N	N	N	N	N	Y	Y	See Grenades	Mil
CS Gas	N	N	N	N	N	N	Y	Y	See Grenades	Mil
Dart	Y	N	N	Y	Y	N	N	N	\$1/1	By chemical
									+ chemicals	
EMP	N	N	N	N	N	N	Y	Y	See Grenades	Res
Flechette	Y	Y	Y	Y	Y	N	Y	N	1.5×Standard	Con
Fragmentation	N	N	N	N	N	N	Y	Y	See Grenades	Mil
Frangible	Standard	Y	Y	Y	N	N	N	N	See weapon	By weapon
HE	Y	Y	Y	Y	Slug	Y	Y	Y	2×Standard	Con
HEAP	N	N	N	N	N	N	Y	Y	See Grenades	Mil
Heat-seeking	N	N	N	N	N	N	Y	Rifle	2×Grenade	Mil
Laser-guided	N	N	N	N	N	N	Y	Rifle	2×Grenade	Mil
Magbomb	N	N	N	N	N	N	N	Hand	See Grenades	Mil
Pepper Balloons	N	N	N	N	Y	N	N	N	1.5×Standard	Con
Radar-guided	N	N	N	N	N	N	N	Rifle	2×Grenade	Mil
Rubber	Y	Y	Y	Y	Y	N	N	N	1.5×Standard	By weapon
Signal-seeking	N	N	N	N	N	N	N	Rifle	2×Grenade	Mil
Slug	N	N	N	N	Y	N	N	N	1.5×Standard	By weapon
Smart rock	N	N	N	N	N	N	Standard	Standard	See Grenades	Mil
Smoke	N	N	N	N	N	N	Y	Y	See Grenades	Con
Sniffer	N	N	N	N	N	N	Y	Rifle	2×Grenade	Mil
Sticky foam	N	N	N	N	N	N	Y	Y	See Grenades	Con
Stingball	N	N	N	N	N	N	Y	Y	See Grenades	Con
Stun grenade	N	N	N	N	N	N	Y	Y	See Grenades	Con
Subsonic	Y	Y	Y	Y	N	N	N	N	1.5×Standard	By weapon
Thermite	N	N	N	N	N	N	N	Hand	See Grenades	Mil
Tracer	N	Y	Y	Y	N	Standard	N	N	1.5×Standard	By weapon
Tranquilizer	N	N	N	N	N	N	Y	Y	See Grenades	Con
WP	Y	Y	Y	Y	Slug	N	Y	Y	3×Standard	Mil

or See Grenades

Ammunition

Ammunition purchased through the Hoffmann Institute is caseless. Despite the inherent fragility of the resin casing around the powder, caseless ammunition doesn't leave empty casings behind. We feel the potential benefit to agents outweighs the risk.

1. No caseless ammunition is issued for revolvers. Since revolvers don't eject their empty brass, the forensic evidence issue doesn't exist.

2. All caseless ammunition is issued in sealed magazines appropriate for the weapon. Loading the magazine into the weapon automatically breaks the seal, but until then the ammunition is as protected from cuts and abrasions as we can make it.

3. Sealed magazines are made of translucent plastic. External magazines allow visual checks of remaining ammunition.

But special cases may call for special bullets. As long as you don't leave any incriminating evidence behind, the Institute is all too happy to issue whatever ammunition you think you need.

A. 40mm foam rubber. This is a nonlethal round made for grenade launchers.

These inflict d4+2s/d6s/d8s (LI/O).

B. AP. These armor-piercing rounds reduce the effectiveness of personal body armor.

These bullets halve the value of armor, rounding up.

C Beanbag round. Another nonlethal round, the beanbag is made for shotguns and grenade launchers.

Beanbag rounds do d6s/d6+2s/d8s.

D. Birdshot. This is lighter shotgun ammunition.

Birdshot inflicts -1 damage and all mortal damage is reduced to wound damage.

E. Buckshot. This is the standard ammunition for shotguns, assumed in the descriptions.

F. Dart w/chemical loads. Darts do damage based on their chemical payload. Note that a tranquilizer is just a poison that does stun damage.

See "Poison" in Chapter 3: Gamemasters In Action in the Gamemaster Guide for info on drugs and poisons.

G. Flechette. Flechette rounds are available for pistols, machine pistols, submachine guns, all rifles, and 40mm "canister" or "beehive" rounds.

These bundles of razor-sharp, fin-stabilized tungsten darts do d4w/d6w/d4m in small arms, and d6w/d6+3w/d6m in 40mm form. Like shotguns, they do double damage at short range and half damage at long (rounded down, minimum of 1). However, they reduce armor protection by -1.

H. Frangible. This is the standard bullet for Hoffmann agents. The type we issue compresses No. 10 buckshot in to a casing. On impact, the shot scatters through the target (rather than punching through and hitting something else).

An unarmored target struck by a frangible round suffers 1 additional point of damage. However, the HI rating of body armor (natural or worn) is increased by 1 point versus this ammunition.

I. HE. HE stands for high explosive. These are most commonly seen in grenade launchers and occasionally shotguns, but other weapons also make use of them. A drawback to them is that they explode if they hit anything between the shooter and the target. They also have a tendency to explode if subjected to sudden impact (such as a fall).

If the target suffers primary wound or mortal damage the exploding round inflicts an additional d4-1w (this damage can't be reduced by armor). If someone carrying these rounds suffers primary wound or mortal damage from an impact (falling, being hit by a car), then they all explode, causing d6w per 10 rounds carried.

J. Pepper balloon. These are 12 gauge slugs made of frangible plastic and filled with OC (pepper spray)-laced water.

Anyone hit by one of these must make a Constitution feat check. Critical Failure means a +3 step penalty on all actions; Failure means a +2 step penalty, and Ordinary means +1 step penalty. Good or better means no penalty. Those affected may attempt Resolve-physical resolve checks in later rounds (once per round) to reduce the penalty by one step per success level.

K. Rubber. These are nonvulcanized rubber, which flatten when they hit, causing a great deal of pain and nasty welts to appear

on the target, likely making that person rather angry. At close range, however, they act as normal rounds, so keep some distance between you and your target.

Rubber bullets convert wound to stun damage, and mortal to twice that much stun damage, except at short range.

L. Slug. Shotgun barrels lack rifling to spin-stabilize single projectiles. Many variations of slug ammunition exist. To calculate the price, first multiply the clip cost by 1.5 for slug ammunition. Then multiply again by the cost for the variant. For instance, the clip cost for an Institute-issued Mossberg 500 ATP6C is \$4. A clip of slugs costs $4 \times 1.5 = \$6$. A clip of AP slugs costs $6 \times 1.5 = \$9$.

See page 60 for details.

M. Subsonic. Subsonic rounds are used primarily by assassins and special operations commandos who need to kill a target quietly. It is rare outside of such circles.

Subsonic ammunition reduces firearm noise from Good to Ordinary. Combined with a suppressor, they reduce firearm noise to Marginal. Subsonic ammunition does -1 damage (minimum 1) and imposes an additional +1 step penalty at Medium and Long ranges.

N. Tracers. Phosphorous coats tracer rounds, aiding in "walking" other rounds on target. Machine guns are automatically loaded with tracer rounds, but they can be added to other weapons' ammunition clips (1 tracer per 10 rounds is standard).

All machine gun statistics assume that tracer rounds are included. If loaded into other weapons capable of automatic fire (mode A), tracers reduce autofire penalties by 1 step—first situation die unmodified, second only +1, third only +2.

O. WP. White phosphorous-tipped rounds can inflict terrible burns on a target. These rounds go off if they hit anything between the shooter and the target.

If the target suffers primary wound or mortal damage the WP round inflicts an additional d4w which cannot be reduced by armor. This damage is inflicted each round until the target is starved for oxygen (sealed off, submerged, or exposed to vacuum, for example).

If someone carrying these rounds suffers primary wound or mortal damage from an impact (such as falling or being hit by a car), then the rounds all explode, causing the hero to make a Constitution feat check and consult the "Flame" column of TABLE G16: FIRE DAMAGE in Chapter 3 of the Gamemaster Guide. This fire continues to burn until the target is starved for oxygen.

Explosives

While the Hoffmann Institute prefers to keep the kind of low profile that land mines and plastic explosives don't exactly support, we recognize that some missions may require such supplies. To that end, agents may requisition dynamite, land mines, plastic explosives, satchel charges, and primer cord. Of course, you'd better be prepared to explain to your supervisor just exactly why you need to make something go "boom."

See the "Prepared Explosives" sidebar in Chapter 11: Weapons & Armor in the Player's Handbook for details on these explosives.

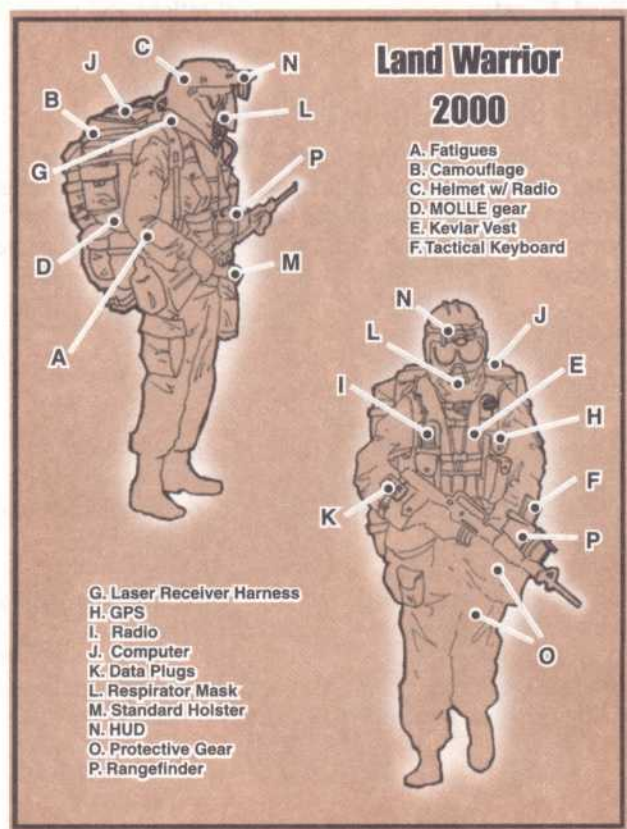
Team Outfitting

Last year, the department got a chance to go on a shopping spree. The order came down from Dr. Nakami himself that the Institute needed a more calculated response to the types of situations we encounter. The result was nine different sets of "standard-issue" gear, specifically tailored to the kinds of missions where the Institute was suffering the worst casualties. These outfits are generally available only to agents in the security department, the Intelligence Division, and (of course) Special Division.

Land Warrior 2000

The United States military, after much testing and training, has settled on more or less the same components as this gear. The point of the Land Warrior system is to tie the eyes and ears of each trooper in the field back to his superiors in the rear echelons. The soldier has access to all the technology he needs to gather information, relay it to his commander, receive instructions, and relay them to the rest of his team—all without saying a word.

The Hoffmann Institute has about two dozen of these systems, and rumor has it that there are about two dozen more that have been altered to fit considerably larger troopers. I do know that a shipment of suspiciously similar containers went to Oregon about two weeks after we got these in.



A. Fatigues. Fatigue uniform is provided, in an appropriate camouflage scheme. (See the sidebar in "Clothing & Accessories.")

B. Camouflage covers. Nylon coverings for the helmet, body armor, and MOLLE gear, in the appropriate scheme.

C. Helmet w/radio. Kevlar PASGT helmet w/HUD, microphone, and radio headset

The helmet provides +1 (LI), +1 (HI), +1 (En) armor protection. Note that without the Armor Operation skill, a hero wearing this helmet suffers a +1 Action Penalty.

D. MOLLE gear. This is described under "Paramilitary Equipment."

E. Kevlar vest. *The kevlar vest provides d6-3 (LI), d6-2 (HI), d4-2 (En) armor protection.*

F. Tactical keyboard. This is the forearm-mounted model described in the section on "Information Warfare."

G. Laser receiver harness. This is not an antenna, nor is it a communications device. The harness detects a laser beam playing across the person wearing the Land Warrior 2000 ensemble and gives a warning in the HUD, indicating the direction from which the laser-aimed shot will come. This gives the wearer a chance to dodge.

If a targeting laser plays across the receptors of the receiver harness, the hero wearing the harness may make an Acrobatics-dodge check if an opponent fires at him or her. If the hero has no actions remaining, this dodge check uses up the hero's next available action.

H. GPS. This is a standard global positioning system receiver, integrated with the computer and HUD.

I. Radio. This is a channel-hopping radio mounted in the MOLLE backpack. It can be upgraded as need to provide satellite link capabilities.

J. Computer. This is a backpack-mounted "laptop" and secure-channel cellular modem, integrated with a wrist-mounted tactical keyboard, the HUD, GPS, and laser receiver harness.

K. Data plugs. The system includes data ports in the sleeves to link the digital weapon sight to the HUD, via the computer.

L. Software. The computer is loaded with software for capturing digital images through a digital sight mounted on the soldier's weapon.

M. Electronic mapware. The computer includes software map chips integrated with the GPS and HUD.

N. HUD. The LCD heads-up display functions as passive night vision and passive IR goggles (negating penalties for darkness), as well as a strobe filter (for use with strobe weapons). The HUD also acts as a monitor for the computer, and can display images

received from the digital weapon sight, or from other soldiers in the unit, or the force commander.

O. Protective wear. Protective hood and gloves, as described in the "Paramilitary Equipment" section.

P. Rangefinder. This is included if the system is issued with any type of rifle or grenade launcher.

Q. Camelbak. A collapsing, flexible canteen carried on the back, with a plastic tube hooked to the MOLLE's shoulder harness for easy access.

R. Respirator mask. *Identical with the respirator mask described in Chapter 9: Goods & Services in the Player's Handbook.*

S. Standard holster. See "Paramilitary Equipment."

The system's computer and HUD provides every member of the team with real-time information about the location of all teammates within 1 km. Note that this system automatically disarms linked rifles, or linked 40mm grenade launchers, if either is fired in the direction of a teammate.

Forced Entry Team

At those times when agents need to enter a locked or barricaded structure, speed is nearly as important as caution, to minimize the team's exposure to fire from within. The Institute's forced entry kits emulate law enforcement gear designed for the same purpose.

A. Land Warrior 2000. Two complete sets.

B. Shotgun. Mossberg 500 ATP6C (see the Remington 870P), with integrated flashlight, 6 HE slugs, 3 flechette rounds, and 3 pepper balloons.

C. Assault rifle/grenade launcher. M16A2 w/M203 grenade launcher with 2 magazines of 5.56mm frangible ammunition, 4 CS gas grenades, 2 CS gas 40mm "smart rock" grenades, 2 stun grenades.

D. Liquid metal embrittlement sprayer. See "Weapons."

E. Cable cutters. Upgrades damage to Good for purposes of cutting through wire cable or chain.

F. Battering ram. Upgrades damage to Good for purposes of breaking down doors.

G. 10-lb sledgehammer. Upgrades damage to Good for purposes of breaking locks.

H. Chainsaw. A gas-powered chain saw for cutting through barricades.

I. Explosives. Some quantity of C4 or Semtex (plastic explosives), satchel charges, primer cord, and detonators based on the target and the mission.

Items E-I won't all be needed in every situation, but they are issued to the team so that they can choose the appropriate entrance tool after doing their initial site reconnaissance. This team often partners with another team, such as a Capture Team or an Assault Team.

Sniper Team

Though we are not in the business of assassinations, the Hoffmann Institute occasionally needs to shoot someone or something from a distance. Getting into position and staying there long enough to do some good requires stealth. And making every shot count calls for extreme accuracy. This kit offers both.

A. Land Warrior 2000. Two complete sets.

B. Sniper rifle. M40A1 sniper rifle with digital sight (thermal, magnification or IR as needed), suppressor, 10 rounds 7.62mm AP, and 10 rounds 7.62mm frangible.

C. Assault rifle. M16A2 with suppressor, 2 magazines, 5.56mm subsonic frangible in a double column magazine.

D. Binoculars. Digital binoculars with daylight magnification and either thermal or passive IR.

E. Camouflage. As appropriate for environment. 2 sets.

F. Food & water. Appropriate amount of rations and water for estimated time in field.

Covert Observation Team

This is our most commonly issued set of gear, based on the U.S. military's reconnaissance package. It comes in two varieties, wilderness and urban, though the best urban camouflage, we've discovered, is a cheap suit, a tatty briefcase, and a self-absorbed expression.

Wilderness Version

A. Land Warrior 2000. Two complete sets.

B. Camouflage. As appropriate for environment. 2 sets.

C. Pistol. 9mm Hush Puppy pistol, with 2 magazines of 9mm subsonic ammunition.

D. Submachine guns. 2 HK MP5 submachine guns with silencers and 2 magazines of 9mm subsonic ammunition.

E. Binoculars. Digital binoculars with daylight magnification and either thermal or passive IR. 2 sets.

F. Food & water. Appropriate amount of rations and water for estimated time in field.

Urban Version

The urban gear described here is usually applicable to vehicular or domestic surveillance.

A. Vehicle. Appropriate motor vehicle with surveillance package. The Institute strongly recommends the use of multiple vehicles during any surveillance operation.

B. Battle vests. 2 sets.

C. Pistol. 9mm Hush Puppy pistol, with 2 magazines of 9mm subsonic ammunition.

D. Submachine guns. 2 HK MP5 submachine guns in custom briefcases, with silencers and 2 magazines of 9mm subsonic ammunition.

E. Binoculars. Digital binoculars with daylight magnification and either thermal or passive IR. 2 sets.



Capture Team

When things go particularly well and we manage to apprehend the target of an investigation, it is necessary to be able to immediately contain them, without waiting for a separate team to arrive with adequate containment and transport.

All of this is designed to put down any living creature and keep it down until such time as a more permanent method of incarceration can be delivered. In special circumstances, additional equipment—lead-lined boxes, for instance—will be supplied.

A. Shotgun. Mossberg 500 ATP6C shotgun (see the Remington 870P) with 12 beanbag rounds.

B. Air rifle. Air rifle with 6 darts loaded with full doses of animal tranquilizers.

C. Grenades. 2 tranquilizer gas grenades, 4 stun grenades.

D. Body armor. As appropriate (up to full Land Warrior 2000 sets).

E. Shock sticks. 2 units. See "Weapons."

F. Tasers. 2 units. See "Weapons."

G. Net launcher. See "Weapons."

H. Strobe lights. See "Weapons."

I. Ketch-all pole. See "Weapons."

J. Sticky foam sprayer. See "Weapons."

K. Expandable plastic cuffs. 10 sets. See the "Paramilitary Equipment" section.

L. Handcuffs. 2 sets. See *the Player's Handbook*.

M. Duct tape. 2 rolls.

N. Padlock & chain. 1 meter chain and padlock, Good quality.

O. Sedatives. 4 preloaded single-dose hypodermics loaded with sedatives.

Assault Team

A long time ago, a bunch of Hoffmann agents went into Manhattan's sewers armed with shotguns, lanterns, nets, tranquilizers, dynamite, chemical sampling kits, and a canary. They went to kick kinori ass.

If the Hoffmann Institute outfitted a similar team for a similar mission today, this is what they would look like.

A. Land Warrior 2000. Two complete sets.

B. Assault rifle/grenade launcher. M16A2 w/M203 grenade launcher with 2 30-round magazines of 5.56mm HE ammunition in a double column magazine, 2 30-round magazines, 5.56mm AP, in a double column magazine, 30-round magazine, 5.56mm WP ammunition, 6 40mm HEAP "smart rock" grenades, and 2 40mm HE heat-seeking grenades.

C. Machine gun. L86A1 machine gun with 1 50-round drum, 5.56mm HE ammunition, 1 50-round drum, 5.56mm AP ammunition, and 1 50-round drum, 5.56mm WP ammunition.

D. Pistols. 2 Beretta M93R machine pistols, with 2 33-round magazines of 9mm HE and 2 33-round magazines of 9mm AP.

E. Grenades. 2 concussion hand grenades, 2 thermite hand grenades, and 2 EMP hand grenades.

F. Explosives. Some quantity of C4 or Semtex (plastic explosives), satchel charges, primer cord, and detonators based on the target and the mission.

This team always partners with a Forced Entry Team. If more than 4 people are involved, the additional team members are added to the assault team, but may also carry tools for the Forced Entry Team. As other team members are added to the Assault Team, increase the number of Land Warrior 2000 sets. The next weapon is a Mossberg 500ATP6C 12 gauge pump shotgun (see the Remington 870P shotgun) with 6 rounds flechette, 6 rounds HE slugs, and 6 rounds AP slugs. The first additional team member also receives a concussion hand grenade, a thermite grenade, a Beretta M93R machine pistol, one 33-round magazine of 9mm HE and one 33-round magazine of 9mm AP. After that, each additional team member receives an M16A2 assault rifle (no grenade launcher), two 30-round magazines 5.56mm HE in a double-column magazine, two 30-round magazines 5.56mm AP in a double column magazine, one 30-round magazine 5.56mm WP, a concussion hand grenade, a thermite grenade, a Beretta M93R machine pistol, one 33-round magazine of 9mm HE and one 33-round magazine of 9mm AP.

Information Warfare Team

The gear kit described under "Professional Equipment" is specifically for the purpose of detecting and neutralizing those who use information warfare tactics. The following kit is for when the Institute itself needs to wage a little information warfare.

A. Telephone line taps. 6 sets.

B. Tool kits. *See the Player's Handbook.*

C. Bugs. 6 microphone-transmitter units.

D. Surveillance cameras. Good-quality still camera and Good-quality video camera, both with 20x zoom lenses and an ample supply of film.

E. Binoculars. Good-quality digital binoculars with rangefinder and either thermal or passive IR.

F. Computers. 2 Good-quality notebook computers, outfitted with virus, worm, logic bomb, Trojan horse, and sniffer software.

G. Lockpick set. Good-quality set. *See the Player's Handbook.*

H. Recorders. 2 Good-quality audio recorders, and 2 Good-quality video recorders, both with an ample supply of tape.

I. Glass cutters. *Provide a -1 step bonus to Stealth-sneak skill checks for opening windows.*

Medical Response Team

In extreme circumstances, people need to be rescued from hostile situations—or tended to on the spot. Since it serves no one to send medical personnel in to be wounded as well, the well-equipped medical team of the new millennium looks like this.

A. Land Warrior 2000. Two complete sets.

B. First aid kit. *See the Player's Handbook.*

C. Trauma kit. *See "Medical Gear."*

D. Pharmaceuticals. 4 doses each of anesthetics, antibiotics, sedatives, and stimulants.

E. Transfusion kit. *See "Medical Gear."*

F. Crash cart. *See "Medical Gear."*

G. Collapsible litter.

H. Inflatable casts.

I. Automated defibrillator.

J. Blankets. 2 space blankets.

K. Shotgun. Mossberg 500 ATP6C 12 gauge pump shotgun with 12 rounds of standard buckshot.

L. Grenades. 4 smoke grenades.

Paranormalia

Greetings, agents, and welcome to the Institute Archives. My name is Gheorghe Zamfirescu, division supervisor for the Archives, and the following is a collection of strange and unusual objects that have (at one time or another) resided in our storehouses. I apologize in advance for any inaccuracies or out-of-date information; I do not receive many requests for this kind of gear. Still, it pays to be prepared for anything, no?

By the way, all of you have Classified clearance, yes? This material is, as they say, pretty hush-hush, so unless you have the proper clearance, I cannot let you inspect any of it. Please do not complain to me about regulations—talk to your supervisor if you have a problem with my rules.

Magical Objects

At some point, wielders of magic powers—whether such individuals rely on their arcane knowledge or the strength of their faith—must stock up on mystical ingredients, components, or foci. To make that easier for its operatives, the Hoffmann Institute keeps a fair supply of some of the more ordinary materials.

The Institute can provide any ritual component required for Hermeticism or Voodoo. In addition, general supplies for any kind of Arcane Magic (bowls, cups, knives, and so on) are readily available from the Institute.

Saintly Relics

Many who wield magical powers rely on a connection with benign spiritual entities, and certain objects facilitate the connection—among them, relics of dead saints. Usually in the form of skeletal fingers, hands, or skulls within a specially blessed container (or “reliquary”), saintly remains create a sort of “sympathetic connection” between the Enochian and the saint being abjured—and to a lesser extent, any saint or divine being.

The price of saintly relics varies by the rarity of the bones and the patronage of the saint. A finger bone of Saint Martin, patron saint of soldiers, for example, would be worth a fortune, while the skull of Saint Zita, patron saint of domestic workers, would not fetch nearly as much. The minimum price of *any* relic is liable to be measured in tens of thousands of dollars, and hundreds of thousands for truly rare relics—meaning that false relics are a lucrative endeavor. Caveat emptor—let the buyer beware.

Possession of saintly relics applies a bonus to the owner's Enochian Arcane Magic FX or Monotheism Faith FX skill checks. Chapter 4: Arcana in the DARK•MATTER campaign setting has information on the appropriate modifiers to skill checks when such relics are used as a focus in casting spells or performing miracles.

Hand of Glory

Alchemists have a completely different use for the remains of the dead. One example is the Hand of Glory, an actual human hand severed after death, but before significant putrefaction has

occurred. Magically prepared following arcane rituals, the hand serves as the holder for a set of candles, also magically prepared.

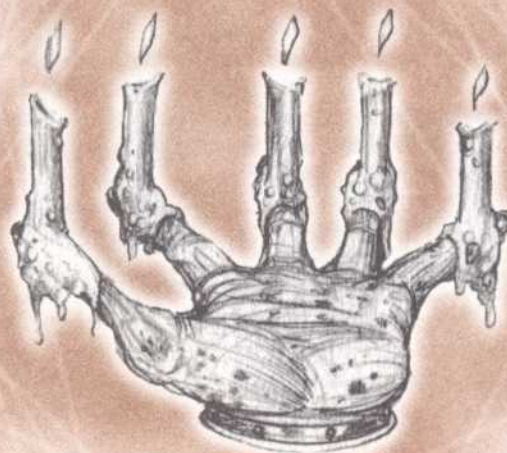
The purpose of the Hand of Glory varies, depending on the occupation of the hand's original owner. A thief's hand, for example, causes all the occupants of a building to fall fast asleep and remain so until the candle burns out. A Hand of Glory made from the hand of a murderer tends to inflict damage to the occupants of the building. In cases such as these, the bearer of the Hand is immune to the effects.

In some cases, the Hand of Glory is designed to affect its user. The hand of a magician is a highly prized treasure, for example, in that its bearer becomes smarter and more skilled in the use of arcane magic while the candle burns.

The rituals for creating the Hand and candles specify the type of candle, meaning that the practical burn time is predetermined at about one hour. (Unpleasant things are said to have happened to those who have tried longer-lasting candles.) The Hand itself is not consumed by the magic. Once used, the Hand lies dormant for 24 hours before it will function again.

Note that the profession of the hand's original owner is determined by his main avocation: The hand of someone who once cast a love-spell does not count as the hand of a magician, for example.

The price of a completed Hand of Glory and the candles to go with it is usually expressed in terms of services or raw materials for other Hermetic magic. For those who wish to create their own, the instructions tend to cost about \$10,000 (or its equivalent in goods and services). The price of the hand itself is almost always bartered, but (using the examples given above) is roughly equivalent to \$50,000 for thief's hand, \$200,000 for a murderer's hand, and \$500,000 for a magician's hand. (This of course assumes that the prospective buyer isn't in a position to take the hand from the corpse himself.)



The examples listed above would have the following game effects: *Thief's Hand*—the occupants of the building housing the Hand and candle lose 1f per round until they reach 0 fatigue, and they do not begin recovering fatigue until the candle is extinguished; *Murderer's Hand*—occupants suffer 1s per round, with excess damage converting to wound and then mortal damage; *Magician's Hand*—owner gains a point of Intelligence and a -1 step bonus to Arcane Magic FX skill checks. The Gamemaster should assign appropriate powers to any other Hand of Glory discovered by the heroes.

Fragment of the True Cross

Faith magic is reinforced by physical evidence of miracles. Though for Judeo-Christian believers such artifacts as the Holy Grail or the Spear of Longinus are potent proof of God's existence, pieces of the wooden cross upon which Christ's mortal body expired are far more numerous—though still amazingly rare.

The "True Cross" is said to be blessed with miraculous powers of healing to anyone who merely touches the fragment, regardless of their faith. In the hands of the truly faithful, however, such a piece of the cross supposedly grants even more power.

Fragments of the True Cross are almost never bought or sold, but instead are jealously and closely guarded, and often painstakingly hidden to avoid them falling into the wrong hands. Considering that the powers of the cross could preserve the life of a despot, this hardly comes as a shock.

The healing bestowed by such a fragment will restore 1m, 2w, or 4s to a target once per day. At the Gamemaster's discretion, possession of a fragment could grant up to a -3 step bonus to Monotheism Faith FX skill checks.

Medicine Bags

At the heart of shamanistic magic is the ability of the shaman to mentally enter the spirit world in search of answers and advice. Especially long journeys, however, run the risk of the shaman being unable to find his way home, in which case an "anchor" of some kind becomes necessary. The medicine bag often fulfills this function.

The bag—merely a leather pouch worn around the neck—contains items of significance to the wearer, things that represent his or her own spirit. These are unique to the wearer, and serve as a guide for when the shaman is unable to locate his physical body: The bag contains a representation of the shaman's spirit in the same way his body should contain his actual spirit.

True medicine bags cannot be purchased; the shaman must create them, over the course of several weeks, by meditating on the essential nature of the subject.

A shaman wearing a medicine bag who becomes lost in the spirit world gains a -2 step bonus on Resolve—mental resolve checks to return to the material world (see Chapter 4: Arcana in the DARK•MATTER campaign setting).

If a shaman hero wishes to construct a medicine bag for himself or another, the Gamemaster might wish to treat the process like a complex skill check, requiring a number of successes equal to 7—the subject's Will resistance modifier, with checks made once per week.

Voodoo Talismans

In voodoo, the creation of magical talismans is less personalized than it is for shamanistic traditions. By using the voodoo spell *gris-gris*, the houngan mixes white magic and black magic in the right proportions to achieve specific positive or negative effects. The resulting bag of powders and herbs can then be used by anyone. Some particularly entrepreneurial houngans concoct large batches of such talismans all at once for sale later.

Unlike other magical workings, the price of voodoo talismans reflects their limited duration and effect. A *juju* generally costs about \$20, a *mojo* about \$100. A positive *gris-gris* costs around \$500, while a negative one costs upwards of \$1000. Houngans usually do not warranty their work, though, and unscrupulous ones will take advantage of particularly unpleasant customers by selling them talismans that don't work—then selling them another, at a higher price, to combat the "opposing loa." Many houngans make a fine living selling bags full of useless garbage from their kitchen bin.

The effects of positive and negative gris-gris (and their lesser versions, juju and mojo) are described in Chapter 4: Arcana in the DARK•MATTER campaign setting.

Tomes of Lore

Below is a listing of books that have at one time or another been part of our New York Rare Book Depository (overseen by the Archives division). Agents interested in perusing these books should contact Dr. Mariel Clovis, the director of the depository. Of course, I can't even guarantee that they're all still there.

Journals of the Beast

Though Aleister Crowley kept extensive diaries of his magical growth and endeavors, many were lost, even to him. No doubt this is due to the unstable nature of his relationships with his wives and mistresses, and the Hermetic Order of the Golden Dawn (who expelled him from their membership at the beginning of the 20th century). Occasionally, copies of his journals resurface—a few of which are authentic.

Crowley's journals, when they are not the ravings of a madman suffering heroin withdrawal, speak of contact with un-earthly entities, some of which aided him, and others who assaulted him. Several taught him magical rituals.

The cost of purchasing an authentic copy (or an original!) is almost certainly never expressed in terms of money, but rather in mystical ingredients, services, or occult compacts—none of which will be trivial.

Any given copy of one of Crowley's journals could prove to contain random mutterings, the secrets of a Diabolism or Hermeticism Arcane Magic FX spell listed in Chapter 4: Arcana in the DARK•MATTER campaign setting, or the basis (at least) of an entirely new spell. The specifics are left largely up to the Gamemaster.

The Tetrabiblos Syntaxis of Ptolemy

Though the basis of his work is in much debate, and almost nothing is known of his life, the Greek mystic Ptolemy in the 2nd century A.D. devised a system of determining the fates of men by observing the movement of the stars: astrology. Popular history records that his methods were still in use until the 16th or 17th century, but "invisible history" indicates that in some circles, his works are still in use.

The *Tetrabiblos* by itself is a historical curiosity now, but certain updated and expanded versions (including all of the planets and visible stars) are occasionally traded between mystics and astrologers. Strict adherence to the astrological method described within gives a hero an extremely clear outline of his future, even to the extent of knowing specific perils.

Any hero who wishes to benefit from this book must study it while undertaking an Awareness-intuition complex skill check requiring 5 successes (one roll per week). Success grants the hero the ability to spend 2 last resort points to alter a skill check or action check (similar to the Free Agent's special ability; note that Free Agents cannot gain this additional benefit). If the hero fails the complex skill check, he instead loses 1 last resort point (assuming he has any) and can never again attempt to gain any benefit from this book.

Copies of this book should be considered of controlled availability, and gaining possession should entail negotiations with an Arcane Magician or other student of the occult.

The Emerald Tablet of Hermes Trismegistus

Given to the ancient Egyptians by a mysterious visitor (whose name was later translated as "thrice-great Hermes" by the Greeks), the Emerald Tablet records his instructions to the Egyptians for a kind of "spiritual technology." The Tablet is made of a single piece of emerald, and purports to predate the Great Flood.

Many of the Strangers claim that Hermes Trismegistus was a forebear of their species, a messenger sent to convey their peaceful greetings and good will. But the Hoffmann Institute has recently begun to suspect that Hermes Trismegistus was actually a member of the species who had built the standing stones of Thera, around which the Atlanteans had constructed their civilization. The Institute also believes that the Emerald Tablet was in fact a set of instructions for the safe operation of the inter-spatial doorway by magical means.

If this is true, then the Emerald Tablet—the true version, not the various Greek, Latin, and English "translations"—is the key to understanding and controlling the doorways. Naturally, the true Tablet is highly sought by the Institute and other interested parties, but there is no evidence that rumored copies seen since 350 B.C. in Heliopolis are the genuine article. Current Hoffmann intelligence puts the Emerald Tablet in the possession of the Greys—who firmly deny this allegation.

Translations of the Tablet exist that include complex and enigmatic clues believed to identify the locations of various doorways. Two have already been located based on these translations, and naturally, copies of these translations are extremely valuable, often commanding prices of one million dollars.

Should the heroes actually come across the true Tablet, translating it requires a complex Social Science-linguistics skill check (10 successes required; +5 step penalty; one roll per month). Failure indicates the translation attempt must begin again from scratch.

Assuming that a hero can read a translated version (which might require a linguistics skill check), decoding a translation requires a complex Knowledge-deduce skill check (8 successes, one roll per month).

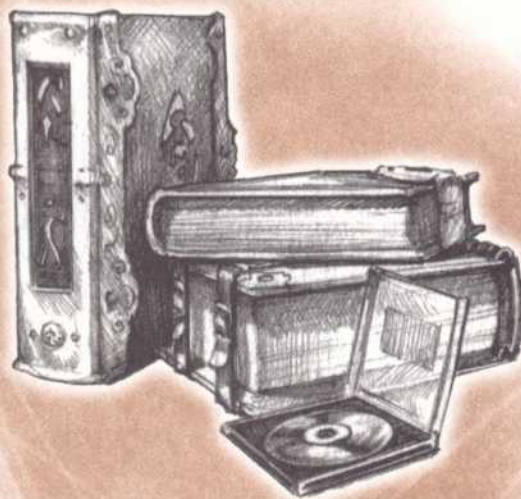
Egyptian Book of the Dead

Originally found in an 18th Dynasty tomb near Luxor, this massive (and apparently perfectly preserved) papyrus deals with ritual funerary preparations and instructions for the well being of the disembodied spirits of the deceased. Much of the "book" explains the illustrations found in Egyptian tombs: sustenance for the spirit, offerings for the spirit to present to the gods, and instructions for how to respond to questions the gods ask of the spirit.

The kinori have put the Book of the Dead to a more sinister purpose, however—as an instruction manual for the creation of mummies. Versions transliterated by the kinori include detailed accounts of the process.

Translated copies of the Egyptian Book of the Dead are plentiful and cheap, costing only \$10. An original would be priceless. A copy of the kinori version can only be obtained from the kinori—with whom bargaining is notoriously difficult.

Possession of a kinori version of this book would grant an alchemist the ability to learn the Hermeticism-revivification spell, as explained in Chapter 8: Xenofarms in the DARK•MATTER campaign setting.



The Book of Navigation

In 1520, the Turkish sea captain Piri Reis wrote a guidebook for sailors, called *Bahriye* ("On Navigation"). Compiled from various charts he had acquired—rather obsessively—over his travels in the Mediterranean Sea, the book includes extensive attributions to Christopher Columbus, and to a map of the world Piri had been told Columbus used to find the New World.

Piri used this map, among others, as the basis of his own map of the world—a map that in the centuries since has proven startlingly accurate, including coastlines that at the time were buried under ice. The map even correctly depicts the coastline of Antarctica—which wasn't "officially" discovered for another three centuries. Most astounding, at least one of Piri's source maps appears to have been an aerial illustration made from above Alexandria, Egypt—centuries before air travel.

The current theory among the Freemasons is Piri Reis' map was a copy of a modern globe map transported—along with one or more persons—to the 15th century (where it made its way into the hands of Columbus), perhaps as a time-travel experiment. Whether getting the map to Columbus was intentional or not is unknown, even to the Freemasons, who believe that the Book of Navigation represents evidence of a future event, one that will somehow affect the past. Or perhaps the experiment has already taken place—and the Freemasons are just covering up their knowledge of time travel.

The Grey Key

Actually entitled *the Golden Key*, this "book" is in fact a CD-ROM of unknown origin. It is called *the Grey Key* because in certain circles, it is believed to have been written and sent to Earth by the alien Greys. Though exceedingly resistant to copying, there are known to be seven in existence, scattered around the world.

The Grey Key concerns the unlocking of psionic potential in human beings. While it is compatible with every known computer system, the program itself is written in an indecipherable code,

and uses an unknown type of pictograms. The message, apparently, is a series of instructions for mental exercises.

Copies of *The Grey Key* are jealously hoarded, even after they have been successfully used, but the Hoffmann Institute is very interested in acquiring them.

These exercises, if successful, result in the user becoming a psionic talent (see Chapter 14: Psionics in the Player's Handbook). A complex Will feat check is required, with a total of 8 successes (one roll per day). If successful, the user may expend 5 skill points to acquire the ESP broad skill. If the complex feat check fails, the hero may still purchase the ESP broad skill, but he also acquires the Wild Talent flaw (for which he does not gain any bonus skill points). Multiple readings of The Grey Key have no effect.

Dresden Codex

Written by Mayan astronomers, and named for its current location in Dresden, Germany, the Dresden Codex is an astonishingly accurate prediction of eclipses and similar celestial phenomena. Among the important dates listed is the end of the world—December 21, 2012—when the "great rift" of the Milky Way galaxy (suspected to be a particularly intense concentration of dark matter) is in direct alignment with Earth's sun.

This version of the Codex is only the "public version," though. An original, apparently in the hands of the Rosicrucians, suggests that on that date in 2012, the world will experience complete annihilation, or perhaps a sort of "rebirth"—or both—by some sort of cosmic entity, which is composed entirely of dark matter.

Fragmentary copies smuggled to scientists in the Hoffmann Institute have led them to believe that the "destruction-and-rebirth" cycle signals the peaking of the dark tide, after which Earth will begin to recover. They also believe that missing sections, still in the hands of the Rosicrucians, describe precisely how to survive this process—and prosper from it.

Alien Equipment

Now and again the Institute gets its hands on some pretty keen technology. Unfortunately, so do other agencies. Here's a short list of what we've seen, what we've copied, and what we wish we had, too.

Oh, yeah, this section's also Classified. If you don't have the clearance, you'll have to get permission from your supervisor to be here.

Alien Implants

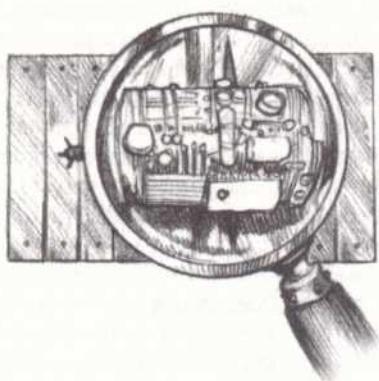
Everyone with any knowledge of close encounter stories has heard of these. Usually found in the sinus cavities or teeth of abduction victims, implants are tiny—never more than a millimeter long—but pack a tremendous amount of micro-circuitry.

While some apparently serve as tracking devices, human science has discovered that implants frequently serve as receivers for extremely low-frequency (ELF) signals—to which they respond by vibrating. This stimulates nerves and glands to produce natural chemicals, resulting in a variety of effects—precisely the symptoms and behavior reported by and about alien abductees.

Drowsiness: When the implant is triggered, the subject loses 1 fatigue point per round until he falls asleep, and remains asleep until the ELF signal ceases.

Paralysis: Any time the implant is triggered, the subject must make a Resolve—physical resolve skill check before every action. On a Critical Failure, the subject suffers a +4 step penalty to any physical action he or she attempts. A Failure confers a +3 step penalty, an Ordinary success confers a +2 step penalty, and a Good success confers a +1 step penalty. Only on an Amazing success may the subject act normally.

Memory loss: The subject has no memory of events that occurred during the time that the implant was triggered, until the ELF signal ceases. A successful Intelligence feat check lets the subject recall random periods of up to 1 phase, 1 round, or 1 minute (Ordinary, Good, or Amazing success).



Homicidal rage: When the implant is triggered, the subject is treated as though he or she had the Temper flaw (see Chapter 5: Perks & Flaws in the Player's Handbook). The subject is allowed a Resolve—mental resolve check. On a Good result, the Temper effect is equivalent to the 2-point level; an Ordinary result equates to the 4-point level; and a Failure is the same as the 6-point level. An Amazing success means that the subject feels only mildly edgy, while a Critical Failure results in the hero suffering the effects of the 6-point level, but suffering 1 point of stun damage each round until he or she is unconscious.

Whether the implants are indeed alien in nature is unknown, but they almost never appear in anyone who has not experienced an alien encounter. Acquiring an intact implant is extremely difficult (perhaps owing to some sort of internal self-destruct?), and they are still inert unless the appropriate frequency can be learned and generated. Even then, the implant's purpose is not always obvious.

Knowledge—deceit is required to find the frequency, and System Operation—communications is required to produce the signal.

A complex Medical Science—medical knowledge skill check of 8 successes (one roll per day) gives a researcher an idea of the implant's purpose; a failed complex skill check destroys the implant.

Once the purpose of the device has been determined, a Medical Science—surgery skill check (with a +1 step penalty) is required to successfully implant it. On a Critical Failure, the device is destroyed during implantation and the subject suffers 1 point of mortal damage. On a Marginal success, the device functions but the subject suffers 1m each time it is activated. On an Ordinary success the device functions but the subject suffers 1w each time it is activated, and on a Good or Amazing result it performs as intended.

Note that the evidence of the implantation surgery is usually visible (apply a +1, +2, or +3 step penalty to Awareness—perception skill checks based on the success of the surgery skill check), which would indicate that the aliens who implant them either use sophisticated surgical tools, employ gifted surgeons, or both.

Portal Resonator

Kinori technology is a curious mix of reverse engineering and the occult mastery of the blackscale variety. One device integral to their society is something that in their language translates to “the key to Sabek” (the kinori homeworld), and which human researchers have dubbed a “portal resonator.”

The purpose of a resonator is to operate the dimensional doorways that the kinori use to travel between worlds. Built of a mix of high-tech spare parts, resonators appear to be metallic tubes a foot or so long, with a piezoelectric crystal as the critical element.

Human science has ascertained the purpose of the resonator, but not its power source. For that, occultists have been consulted, and limited successes have been achieved in operating doorways currently under human control. The difficulty lies in the apparently random destination—a difficulty the kinori have either overcome, or are willing to accept.

Kinori portal resonators are highly sought items among those acquainted with the Strangers, partly because they are literally the keys to the gates—but more important, they can be used to *lock* the gates, when necessary. The Freemasons are known to possess at least one, the Rosicrucians another. The Agency for Foreign Technology is suspected to have one (the significance of which they have not yet learned), and the Hoffmann Institute has mounted several unsuccessful attempts to acquire one from various sources. Disturbingly, the Final Church also seeks a portal resonator, perhaps with the intention of establishing an open doorway directly into Hell (or what matches their impression of Hell). They have clashed with both the kinori and the Rosicrucians on many occasions in pursuit of this goal.

Grey Fuel

Not so much a fuel as a fuel additive, this ultra-fine powder radically improves the mileage imparted to vehicles by fossil fuels, while simultaneously cleaning engine parts. A teaspoonful of the additive in ten gallons of gasoline doubles the vehicle's mileage by improving the chemical interaction in a combustion engine. According to the Greys, it actually stretches the mileage much farther, but this requires recalibration of the carburetor—which makes the vehicle lose considerable mileage on gas without the additive. Theoretically, the right mixture can also improve the speed of the vehicle, but ordinary vehicles tend to disintegrate at that velocity.

Those who possess this additive sell it by the teaspoon, at \$50 per “dose.”

Alien Weapons

Game data on all of these weapons can be found in TABLE 6: ALIEN WEAPONS, below.



Grey Energy Weapons

The alien species most often encountered by the Hoffmann Institute are the Greys. A certain amount of technological exchange has gone on, with the Greys providing superior technology in exchange for more abundant resources.

Among those exchanges are devices referred to as Grey Energy Weapons. To be blunt, we do not understand their power source, or how the energy is focused and regulated. We only understand that when you pull the trigger, whatever the weapon is pointed at is most likely going to disintegrate. Analysts have explained that the weapons utilize some kind of “mass singularity” to literally compact matter, but the important thing to remember is that nearly every living thing that gets shot with one of these weapons is going to die.

The weapons come in two recognizable forms: pistols and rifles. They look much the same as human weapons of the same ilk, but where the clip would be on an ordinary weapon (in or near the grip), there is only a dull, gray mess of circuitry. The actual “ammunition” is stored in some kind of energy pack wrapped around the barrel. These weapons are amazingly short-ranged, and the range appears to be related to the size of the energy pack.

Regardless of an agent's familiarity with terrestrial weapons, all agents are cautioned never to attempt to disassemble or modify these weapons, except to reload them. Again, there is a technical explanation for the reason why, but the applicable phrase is “uncontrolled atomic reaction.”

Black Market AFT Weaponry

The Agency for Foreign Technology has some of the worst security in the world, if the number of thefts of weapon technology are any guide. Several times a year, weapons bearing an AFT “Evidence” tag surface in various arms markets around the world. Someone is getting in, and getting back out, unscathed, with millions of dollars in alien weaponry.

The most common item by far is something dubbed the “electric gun.” Equipped with both an ammunition clip and a battery pack, these weapons discharge by a combination of electrical energy and chemical propellants loaded in the ammunition. The “bang” is nominally quieter, as is the recoil. But the most impressive feature is the extremely high muzzle velocity, making these some of the deadliest projectile weapons on the planet.

The weapon is so far sold only as a pistol, in 9mm. The ammunition is considerably less rare than the pistols for some reason, indicating that the thieves who stole the weaponry in the first place have learned to copy the ammunition, or that the AFT has a tremendous stockpile. The latter seems most likely, though where they acquired such huge amounts of high-tech weaponry is anybody's guess.

The Institute has a particular interest in these electric guns—since, most often, we see them in use against our own agents. Our analysts, in fact, are beginning to suspect that elements in the AFT are actually supplying these high-tech weapons to or-

ganizations whose stated goals include the destruction of the Hoffmann Institute. If so, we may be in a lot of trouble.

Sandman Needler Pistol

Of all the Stranger equipment that finds its way into the hands of ordinary humans, the sandman weapon known as the needler pistol is the only one that is readily available. The source of these mysterious handguns is unknown, but the fact that some are loaded with morpheotoxin (*see Chapter 8: Xenofarms in the DARK•MATTER campaign setting*) would seem to indicate that the source is connected with the sandmen and the etoile. Needler pistols so equipped tend to sell for about \$2500 each, and only on the black market.

More common is the variety that fires needles loaded with sedatives. Unfortunately, because of the size of the projectile, the payload is rather small. This version of the needler pistol costs considerably less, at a mere \$1500.

Rumors abound of versions loaded with hemotoxins and neurotoxins, but there is no evidence that these are anything more than speculations.

The small dose of sedative (see "Pharmaceuticals" in Chapter 9: Goods & Services in the Player's Handbook) delivers only a +2 step penalty per hit that successfully inflicts wound damage. As always, the victim is entitled to a Constitution feat check to fight off the sedative. An Ordinary success reduces the penalty by one step, while a Good or Amazing success negates the penalty.

For more information on other poisons, see "Poison" in Chapter 3: Gamemasters in Action in the Gamemaster Guide.

Elohim Arms & Armor

Elohim technology is as far above our technology as ours is above the crossbow. With their incredible ability to manipulate matter and energy—including the construction of interdimensional doorways—weapons and armor would seem an unnecessary indulgence. But elohim, when they are seen, are always seen armed for battle.

Hoffmann investigations have revealed that despite their lofty and superior attitude, the elohim seem unaware that some of their technology is in the hands of humans. Research indicates that an elohim flaming sword and armored breastplate had at some point found its way into the hands of the Order of St. Gregory—only to be traded to the Knights of Malta for conventional arms and equipment.

In the hands of the Knights, the fiery sword refused to give up its secrets, and remained largely inert for decades. The breastplate, meanwhile, was studied (and altered to fit a human), and though *all* of its functions have yet to be discovered, it is still an impressive piece of engineering. It now serves as the battle armor of Graf von Billengen—though he has only worn it once, at a fitting.

Recently, the Knights have discovered a small fuel cell in the hilt of the elohim sword, and have developed an atomic alternative to the missing elohim power source. The weapon now functions for a human exactly as it functions for an elohim—with the exception that each round of exposure dumps lethal amounts of radiation into the user's body (*equivalent to R5 exposure; see "Ra-*

diation" in Chapter 3: Gamemasters in Action in the Gamemaster Guide). The Knights of Malta are working to overcome this drawback before they approve the weapon for the Graf's use.

Acquiring either or both pieces from the Knights of Malta would require an amazing feat of diplomacy, or an equally amazing feat of infiltration. It is also possible that the Order of St. Gregory still has possession of an elohim plasma rifle—a companion to the sword and breastplate—but determining the truth of that theory would be just as difficult as stealing the fiery sword from the Knights.

Below is the game data for adapted elohim armor. The game data for the elohim fiery sword can be found in TABLE 6: ALIEN WEAPONS.

Adapted Elohim Armor

Availability: Special (see above)

Cost: N/A

Mass 8 kg

Composition: unknown alien material

Environmental Tolerance:

Gravity: N/A

Radiation: N/A

Atmosphere: N/A

Pressure: N/A

Heat: N/A

Action Penalty: +1

Toughness: Good

LI/HI/En: d6+2/d6+1/d6-1

Hide: N/A

Effective Strength: N/A

Skill: Armor Operation

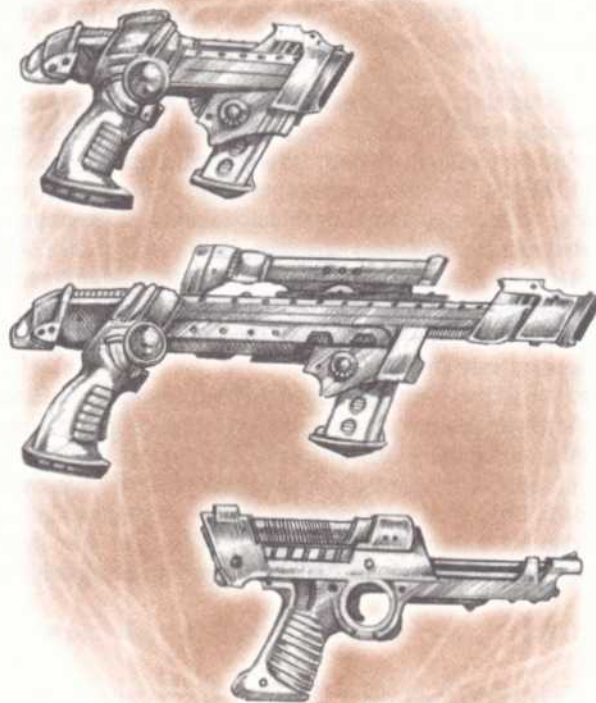


TABLE 6: ALIEN WEAPONS

	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Grey energy pistol	Mod-pistol	0	F	2/4/10	En/G	d6w/d6+2w/d6m	2	4	1000	+1	1.5	Res	\$12K
Grey energy rifle	Mod-rifle	0	F	4/10/20	En/G	d6w/d6+2w/d6m	2	4	1000	—	6	Res	\$20K
Electric pistol	Mod-pistol	0	F	8/16/60	HL/O	d4+1w/d6+1w/d4m	4	15	500	+3	1	Res	\$4000
Sandman needler gun	Mod-pistol	0	F	2/6/12	special	special	4	20	special	+3	1	Res	\$2500
Elohim fiery sword	Melee-blade	0	—	Personal	En/G	d6+1w/2d6w/d4+3m	3	10	1000	+3	2	n/a	n/a

Red Mercury

Red Mercury is a wonder chemical comparable to weapons-grade plutonium. Word has it that a couple liters of it (about a briefcase full), when properly detonated, will destroy everything within a 600-meter radius. It is rabidly sought by terrorists and would-be world powers alike. But the world scientific community denies that it even exists.

In truth, "Red Mercury" is a radioactive compound developed in 1984 by the Soviets from samples provided for them by an alien being—a luciferan. Its motivations were unclear, even to the handful of Soviet scientists assigned to the project; only one of them ever met the luciferan.

What the scientists did know was that the original sample's provider was not so much interested in large quantities of Red Mercury, but regular quantities. Once each week, the ultra-secret Soviet lab would produce a liter of Red Mercury (which weighs about twice as much as water), which would then be collected by high-ranking KGB operatives. Their laboratory produced over half a metric ton before security leaks forced them to shut down, in 1990. The scientists were reassigned, with strict instructions not to reveal what they had seen. But one by one, each of the scientists turned up dead—starting with the man who had met the luciferan, who was found with his head in a plastic bag connected to a bottle of cyanide gas.

By this time, though, the existence of Red Mercury—if not its composition—was a "well-known secret," and arms dealers and power brokers around the world were making and breaking secret deals for the substance. A great many people lost their lives over what turned out to be simple fulminate of mercury, or irradiated mercury-antimony mixtures. By the end of the 1990s, the Rosicrucians, the Invisible College, the Bilderbergers, the Hoffmann Institute, and even the Greys were either selling or buying what they believed was Red Mercury on a regular basis. Some were simply stealing it.

The uses of Red Mercury are many, from radioactive explosive to reactor fuel. Groups not necessarily interested in purchasing it are often particularly keen to ensure that it doesn't fall into the hands of those who might use it as weapons. The Freemasons, the Hidden Order, and the Knights of Malta—in conjunction with more regular authorities such as the CIA and the Israeli Mossad—are rumored to have viciously and spectacularly exe-

cuted several people involved in the sale and trade of Red Mercury, and many more who were only suspected of manufacturing it.

Nearly everyone who trades in the stuff would feel tremendously abashed if they knew the true purpose of Red Mercury: Luciferans eat it. (Or rather, they eat the stuff Red Mercury is supposed to be. To them, it's rather like the difference between eating an authentic Mexican burrito, or a burrito purchased from a United States-based restaurant chain.)

If a luciferan learns of the location of real Red Mercury, the lure is almost too strong to resist. The luciferan will often pay exorbitant sums for even small quantities of the real thing. They insist on absolute secrecy in their dealings.

Creating Red Mercury is possible with a Physical Science—chemistry complex skill check. A total of 8 successes are required, and checks can be attempted once per week. The appropriate supporting skill is Physical Science—physics. However, the creation of true Red Mercury without a sample incurs a +3 step penalty. Once the substance has been successfully created, the formula can be duplicated as a complex skill check requiring only 6 successes, with checks made once per day. This produces 1 liter of the substance.

Using Red Mercury to build a working nuclear reactor is an extremely difficult complex skill check, requiring 10 successes with the skill Technical Science—invention (with Physical Science—physics and System Operation—engineering as supporting skills). Skill checks can only be made once per month.

Creating a thermonuclear weapon with Red Mercury is a considerably faster process, though no less dangerous. The complex skill check requires 8 successes with the Demolitions—scratch-built skill (with Physical Science—physics and Technical Science—invention as supporting skills), with a base +3 step penalty. Checks may be attempted once every four hours. The resulting device is comparable to a nuclear warhead. If the player rolls a Critical Failure during creation, the device detonates.

Note that working with or creating Red Mercury exposes the character to R4 radiation. This can be protected against by wearing an e-suit as noted in Chapter 3: Gamemasters in Action in the Gamemaster Guide. Red Mercury is generally carried in lead-lined containers for precisely this reason.

Appendix: Preferred Weapons of the Enemy

This book would not be complete without a description of the favorite arms and equipment of agencies and organizations other than the Hoffmann Institute. Gamemasters seeking options for outfitting non-Hoffmann hero groups, or for suitable opponents for Hoffmann agent heroes, will find a number of good suggestions in this section.

The agents described here are all assumed to be experienced operatives, though by no means are they experts in their fields. They will most likely be led or coordinated by an agent of considerably more experience, who will be outfitted with correspondingly better gear.

In addition to the equipment given below, agents have as much access to their organization's resources as members of the Hoffmann Institute do. Gamemasters should feel free to equip them with any of the "Nine Dream Kits" described above, or to allow heroes in these organizations to requisition items using the process described in the introduction. And, obviously, they are always free to pursue special interests in the criminal sector.

Freemason Agents

The Freemasons' obsession with the occult means that their field agents are liable to be equipped with a bit more than just a 9mm pistol and a flashlight. Higher-ranking agents are liable to have some sort of mystical or high-tech device, but the average agent carries the following:

A. Pistol. 9mm with 2 clips of standard ammunition.

B. Submachine gun. HK MP5 9mm with 2 clips of standard ammunition.

C. Cell phone. Freemason cell phones almost always employ portable scramblers. (See "Communications & Security.")

D. Parabolic audio device. The Freemasons often issue their agents devices that allow them to listen in on conversations held at a distance of 100m, or over telephone lines (without a direct connection). This device may be magical or technological in nature, and appears as an ordinary hearing aid.

Rosicrucian Agents

The ancient enemies of the Freemasons are organized surprisingly similarly, with low-ranking agents carrying pistols and occasionally submachine guns. However, the Rosicrucians find the

security of electronic communications suspect, and prefer the more old-fashioned "dead-drop" method of communication, when face-to-face meetings are not possible.

A. Pistol. 9mm with 2 clips of standard ammunition.

B. Submachine gun. HK MP5 with 2 clips of standard ammunition.

C. Mystic talisman. Meant to ward against evil influences. *This talisman gives its wearer a -1 step bonus on Resolve—mental resolve skill checks, which is also useful if the agent is captured and interrogated.*

Hidden Order Agents

The Hidden Order of St. Gregory drills its operatives in secrecy before sending them into the field. All are diligently instructed in the martial arts—an eminently less detectable weapon than the average handgun—and as a result, frequently carry no weapons at all. Higher-ranking agents are liable to carry some sort of minor holy relic, specially blessed for the mission at hand.

Invisible College Agents

To try to codify the equipment of the average "invisible" would be much like trying to codify the average snowflake. Each agent is as different from the next as possible. Without an organized training and outfitting program, they can arrive on the field carrying everything from chopsticks to bazookas to Hands of Glory to HERF projectors. The only constant is creative solutions to outrageous situations.

Knights of Malta

Like their medieval forebears, the Knights of Malta believe that a well-armed operative is likely to be a successful one. Rare is the agent who enters the field with less than a 9mm pistol, and common is the agent with two of them. And that's just the beginning.

A. Pistol. 9mm with 4 clips of standard ammunition.

B. Shotgun. Daewoo USAS-12 (12 gauge) with 14 slugs.

C. Assault rifle. M16A2 with 70 rounds of 5.56mm ammunition.

D. Grenade launcher. Armscor MGL-6 with six fragmentation grenades.

E. Cell phone. The Knights of Malta also use the "two-way radio" option for cell phones, for instant communication.

F. Body armor. Battle vest.

Final Church Agents

To say that the Final Church is organized is being charitable. In point of fact, their armaments and equipment seem more like the result of a raid on some sporting goods department. They are particularly fond of bladed weapons when they have the luxury of time, and loud weapons when they do not.

A. Pistol. .44 magnum revolver with 18 rounds.

B. Shotgun. Sawed-off double-barrel shotgun with 12 slugs.

C. Knife. The wide variety of wicked-looking blades used by members of the Final Church are best summed up as "knife."

Bilderberger Agents

As the richest players on the field, the Bilderbergers can afford to give their agents almost anything. As a result, nearly every agent can be equipped with an electric pistol (see "Alien Equipment"), a wrist-mounted computer pad, and a Kevlar vest.

A. Pistol. 9mm "electric gun" with 2 15-round clips of standard ammunition.

B. Submachine gun. 9mm HK MP5 with 2 30-round clips of standard ammunition.

C. Body armor. Battle vest.

D. Cell phone. Scrambled cell phone with two-way radio option.

E. Computer. Amazing-quality notebook computer.

United Nations Agents

The so-called "New World Order" is surprisingly quaint in its choice of equipment. Field agents often carry .38 revolvers and cell phones, and little else. Perhaps this is due to their focus on large-scale solutions—such as the infamous black helicopters. Or perhaps it is the result of always being able to manipulate other governments into pursuing investigations for them.

A. Pistol. .38 revolver with 12 rounds in speed-loaders.

B. Cell phone. Standard cell phone.

AFT Agents

With all the technology at their fingertips, it would be a simple leap of logic to attribute loads of high-tech weaponry and devices to operatives of the Agency for Foreign Technology. But this is not the case. When the AFT does not send its sandmen agents into the field, the human agents are armed with 9mm pistols and ordinary cell phones (and insecure ones at that).

A. Pistol. 9mm pistol with 2 clips standard ammunition.

B. Cell phone. Standard cell phone.

CDC Agents

The Center for Disease Control goes into every situation assuming that they are going to encounter biological hazards, and equip themselves accordingly. In addition to pistols for the human-sized bad guys, CDC operatives usually have biohazard suits on hand to protect themselves against microscopic enemies. They also carry some of the most advanced biohazard detection gear available to modern man.

A. Pistol. 9mm pistol with 2 clips standard ammunition.

B. Biohazard suit. See "Medical Gear."

C. Sampling kit. *Gives a -1 step bonus to Life Science—biology skill checks to identify biohazards.*

D. Cell phone. Standard cell phone.

CIA Agents

Despite decades of restrictive budgeting, the Central Intelligence Agency has managed to keep up with developments in modern weaponry, even if much of the juicy alien technology collected over the decades is still denied to them. But CIA operatives being only human, most are not content to rely on the standard 9mm pistol supplied by their employers, and if they don't actually carry it on them, agents are liable to have heavier firepower secreted somewhere close by.

A. Pistol. 9mm pistol with 2 clips standard ammunition.

B. Shotgun. SPAS-15 MIL with 12 slugs (12 gauge).

C. Submachine gun. HK MP5 9mm with 60 rounds standard ammunition.

D. Cell phone. Standard cell phone.

CXS Agents

The Center for Xenological Studies has such a small staff that the odds of encountering one of them in the field are virtually microscopic. But when they do venture out, they are liable to be armed with sample kits, rather than firearms. The exception is of

course Dr. Regor Prometheus, whose activities lend him just enough paranoia to go well-armed into the world.

FEMA Agents

The Federal Emergency Management Agency is an organization obsessed with control. Agents in the field, using the excuse of "protecting the public," tend not to carry weapons of wholesale slaughter.

A. Taser. See "Weapons."

B. Shock stick. See "Weapons."

C. Grenades. 2 stun grenades.

D. Cell phone. Standard cell phone.

NASA Agents

Like the Bilderbergers, the National Aeronautics and Space Administration equip their agents with the latest in high-tech toys, though they rarely pay for it themselves. Rather, their explorations of near space occasionally allow them to salvage crippled alien craft and carry off the loot. Of all the organizations that have contact with aliens, NASA actually has the best access to the energy weapons, fuel, and implants used by the Greys. Rumor has it that NASA is so eager to recover alien technology that it sends its agents out into the field with implants designed to turn them into homicidal killers, and back to normal again, at the flick of a switch.

A. Pistol. 9mm pistol with 2 clips standard ammunition. Rarely, NASA supplies an agent a Grey energy pistol.

B. Cell phone. Includes scrambler.

C. Fuel additives. On occasion, NASA operatives have been known to add experimental fuel additives to their vehicles to increase short-term performance. On special missions, this is actual Grey fuel.

D. Computer. Ordinary-quality notebook computer.

E. Implants. While the rumors of "homicidal implants" may be true, when agents are outfitted with implants, they are nearly always of the "tracking device" variety—allowing NASA to keep tabs on their agents.

Other U.S. Agencies

The U.S. government has managed to keep most of its nonmilitary branches well armed, though never particularly uniformly so. The following organizations can be expected to send agents into the field with a pistol of some kind, a cell phone, and usually a shotgun or assault rifle as a backup weapon.

A. ATF. Frequently armed with 9mm pistols with 2 clips of standard ammo, SPAS-12 shotguns with 14 slugs, and cell phones.

B. FBI. Common armaments include a .38 caliber revolver with 12 rounds in speed loaders, 9mm pistols with 2–3 clips of standard ammunition, SPAS-12 shotguns with 14 slugs, cell phones, and notebook computers.

C. Military Intelligence. The standard covert firearm is the 9mm semi-automatic pistol with 3–4 clips of standard ammunition. But military intelligence officers will almost always have an M16A2 assault rifle with 60 rounds of standard ammunition stashed somewhere nearby, and perhaps even a couple of stun grenades, if they're expecting trouble. They also have the quickest legal access to heavier firepower—and more troops—when such measures are called for.

D. NRO. The National Reconnaissance Office equips its agents with 9mm pistols with 2 clips of standard ammunition, cell phones, and notebook computers with cellular modems.

E. NSA. Armaments are similar to those of the CIA.

F. NSC. Armaments are similar to those of the FBI.

G. Secret Service. Armaments are similar to those of the FBI, with the addition of a machine pistol with at least 2 clips of standard ammunition, and comm gear.

Aum Shinri Kyo

The Aum Shinri Kyo cult has ample supplies of technology from the former Union of Soviet Socialist Republic, either because they are buying it for resale to the yakuza and the Unification Church, or because they are preparing for a major operation. In any case, it's a sure bet that Aum Shinri Kyo agents will be armed to the teeth with Russian weapons and paramilitary gear.

A. Pistol. 9mm pistol with 4 clips standard ammunition.

B. Machine pistol. Glock Model 18 9mm machine pistol, with 66 rounds of ammunition.

C. Submachine gun. ARES folding SMG with 64 rounds of standard 9mm ammunition.

D. Assault rifle. AK-74 with 90 rounds of standard ammunition.

E. Night-vision goggles. Infrared goggles (*as per the Player's Handbook*).

F. Two-way radios. Standard comm gear.

Mafia

Ah, organized crime. The Mafia has perhaps the best access to military weaponry next to the military itself. The average "wise guy" is likely to carry a .38 revolver or a 9mm pistol, but many of them can get shotguns, assault rifles, machine guns, or grenade launchers on amazingly short notice. A definitive catalog of their weaponry would be impossible, owing to the diversity of tastes in the organization.

Table 7: Compiled Weapons

Weapon	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Revolver Pistols													
.38 caliber	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m	3	6	1	+2	1	Com	\$400
.357 magnum	Mod-pistol	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4+1m	3	6	2	+2	1	Com	\$850
.44 magnum	Mod-pistol	0	F	6/12/50	HI/O	d4+2w/d4+3w/d4+2m	3	6	2	+1	2	Com	\$525
.454 Casull	Mod-pistol	-1	F	8/14/70	HI/O	d6w/d6+1w/d6m	2	6	5	+1	2	Com	\$1400
Semi-Automatic Pistols													
.22 caliber	Mod-pistol	+1	F	2/6/12	HI/O	d4-1w/d4w/d4-1m	4	8	1	+4	<1	Com	\$250
.22 caliber silenced	Mod-pistol	+1	F	2/6/10	HI/O	d4-2w/d4-1w/d4-2m	4	8	1	+2	<1	Mil	\$1000
.32 ACP	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m	3	7	1	+4	<1	Com	\$500
.380 auto	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m	3	10	1	+3	1	Com	\$475
9mm	Mod-pistol	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4m	3	15	1	+3	1	Com	\$500
9mm silenced	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4-1m	3	8	1	+1	1	Mil	\$1300*
10mm	Mod-pistol	0	F	6/12/40	HI/O	d4+1w/d4+2w/d4+1m	3	9	2	+2	1	Com	\$700
.45 caliber	Mod-pistol	+1	F	6/12/40	HI/O	d4+1w/d4+2w/d4+1m	3	7	2	+2	1	Com	\$500
.50 caliber	Mod-pistol	0	F	6/12/60	HI/O	d6w/d6+1w/d6m	3	8	4	+1	2	Com	\$1400
Machine Pistols													
9mm (pistol layout)	Mod-pistol	0	F/B	6/12/50	HI/O	d4w/d4+1w/d4m	2	15 (20)	1(1.5)	0(+1)	1	Mil	\$1400
.32 ACP (standard layout)	Mod-pistol	0	F/B	6/12/40	HI/O	d4w/d4+1w/d4m	4	10 (20)	1(1.5)	0(+1)	1	Mil	\$1200
9mm (Uzi layout)	Mod-pistol	0	B/A	6/12/50	HI/O	d4w/d4+1w/d4m	4	20	1.5	0	1	Mil	\$800
Submachine Guns													
5.45mm	Mod-SMG	+1	F/B/A	30/60/120	HI/O	d4+2w/d6+2w/d4+1m	3	30	8	—	4	Mil	\$750
9mm (full frame)	Mod-SMG	0(+1)	F/B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m	3	15, 30	2(4)	—	3	Mil	\$750
9mm (small frame)	Mod-SMG	0(+1)	F/B/A	10/20/50	HI/O	d4+1w/d4+2w/d4m	3	15, 30	2(4)	+1	3	Mil	\$2500
.45 ACP	Mod-SMG	+1	B/A	8/16/50	HI/O	d4+1w/d4+2w/d4+1m	3	32	9	+2(+1)	3	Mil	\$500
9mm (large capacity)	Mod-SMG	+1	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m	3	30, 50	4(6)	+1	3	Mil	\$1800
9mm (Uzi frame)	Mod-SMG	0	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m	3	20, 32	2(4)	—	3	Mil	\$1300
Assault Rifles													
5.45mm Russian	Mod-rifle	0	F/B/A	70/140/350	HI/O	d6+1w/d6+3w/d4+1m	3	30	6	—	5	Mil	\$750
7.62mm Russian	Mod-rifle	0	F/B/A	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m	3	30	8	—	5	Mil	\$750
5.56mm NATO	Mod-rifle	0	F/B/A	60/120/300	HI/O	d4+2w/d6+3w/d4+1m	4	30	8	—	4	Mil	\$940
7.62mm NATO	Mod-rifle	0	F/B/A	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m	3	20	9	—	5	Mil	\$800
Shotguns													
12 gauge pump action	Mod-rifle	0	F	6/12/30	HI/O	d4w/d6w/d4m	2	5	4	—	3	Com	\$500
12 gauge automatic	Mod-rifle	0	F/B/A	6/12/30	HI/O	d4w/d6w/d4m	3	12, 28	12(28)	—	5	Mil	\$800
10 gauge pump action	Mod-rifle	0	F	6/12/30	HI/O	d4+1w/d6+1w/d4+1m	2	3	4	—	5	Com	\$800
Hunting Rifles													
Deer rifle	Mod-rifle	0	F	150/300/600	HI/O	d6+1w/2d4+1w/d4+1m	2	4	3	—	4	Com	\$500
Safari rifle	Mod-rifle	0	F	60/350/750	HI/O	d6+2w/2d4+2w/d4+2m	2	2	8	—	6	Com	\$1300

Weapon	Skill	Acc	Md	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Sniper Rifles													
7.62mm NATO	Mod-rifle	-1	F	200/400/800	HL/O	d6+1w/2d4+1w/d4+1m	2	5	3	-	7	Con	\$4000
.300 Win Mag	Mod-rifle	-1	F	200/400/800	HL/O	d6+1w/2d4+1w/d4+1m	3	6	6	-	7	Con	\$4000
Benchrest Railgun	Mod-rifle	-1	F	300/600/1000	HL/O	d6+1w/2d4+1w/d4+1m	1	1	3	-	20-25	Con	\$10000+
7.62mm Russian	Mod-rifle	-1	F	200/400/800	HL/O	d6+1w/2d4+1w/d4+1m	3	10	8	-	4	Con	\$1500
.50 caliber	Mod-rifle	0	F	300/600/1200	HL/G	d6+2w/2d4+2w/d6+1m	2	11	15	-	16	Mil	\$3000
Machine Guns													
7.62mm NATO	Hvy-direct	0	A	60/200/600	HL/O	d6+1w/2d4+1w/d4+1m	4	50	25	-	11	Mil	\$2500
5.56mm NATO	Hvy-direct	0	F/B/A	60/130/320	HL/O	d4+2w/d6+3w/d4+1m	4	30	8	-	6	Mil	\$2400
7.62mm Russian	Hvy-direct	0	A	60/200/600	HL/O	d6+1w/2d4+1w/d4+1m	4	50	25	-	9	Mil	\$1000
5.45mm Russian	Hvy-direct	0	F/A	60/130/320	HL/O	d4+2w/d6+3w/d4+1m	4	50	10	-	5	Mil	\$1000
Grenade Launchers													
Under-barrel 40mm	Hvy-indirect	0	F	100/200/400	HL/O	By grenade	2	n/a	n/a	-	2	Mil	\$700
Rotating-barrel 40mm	Hvy-indirect	0	F	100/200/400	HL/O	By grenade	2	6	36	-	5	Mil	\$900
Grenades													
Concussion	Varies	+1*	F	Per STR	LI/O	d6+2s/d4w/d4+1w	2	-	-	+3	0.5	Mil	\$75
CS gas	Varies	+1*	F	Per STR	Special	Special	2	-	-	+3	0.5	Mil	\$50
EMP	Varies	+1*	F	Per STR	En/O	d4+2s/d6+2s/d8+2s	2	-	-	+3	0.5	Mil	\$350
Fragmentation	Varies	+1*	F	Per STR	HL/G	d4w/d4+2w/d6+2w	2	-	-	+3	0.5	Mil	\$75
HEAP	Varies	+1*	F	Per STR	HL/G	d4w/d4+2w/d6+2w	2	-	-	+3	0.5	Mil	\$150
Smoke	Varies	+1*	F	Per STR	Special	Special	2	-	-	+3	0.5	Mil	\$50
Sticky bomb	Varies	+1*	F	Per STR	LI/O	Special	2	-	-	+3	0.5	Con	\$75
Stingball	Varies	+1*	F	Per STR	LI/G	d4+2s/d6+2s/d8+2s	2	-	-	+3	0.5	Con	\$50
Stun	Varies	+1*	F	Per STR	LI/G	d4s/d6s/d6+2s	2	-	-	+3	0.5	Con	\$100
Thermite	Varies	+1*	F	Per STR	En/G	Special	2	-	-	+3	1	Con	\$200
Tranquilizer	Varies	+1*	F	Per STR	Special	Special	2	-	-	+3	0.5	Con	\$50
WP	Varies	+1*	F	Per STR	En/G	d4w/d4+2w/d4+3w	2	-	-	+3	0.5	Mil	\$150
*Accuracy modifier assumes thrown grenade. If fired from a grenade launcher, apply the launcher's Accuracy modifier.													
Oddities													
.22 fountain pen	Mod-pistol	+1	F	0.5/1/2	HL/O	d4-1w/d4w/d4-1m	1	1	1	+4	<1	Con	\$750
.22 knife	Mod-pistol	+1	F	0.5/1/2	HL/O	d4-1w/d4w/d4-1m	1	1	1	+4	<1	Con	\$350
.38 cigar	Mod-pistol	+1	F	1/2/4	HL/O	d4w/d4+1w/d4m	1	1	1	+4	<1	Con	\$800
Air pistol	Mod-pistol	0	F	2/6/12	LI/O	Special	2	1	by dart	+3	1	Com	\$50
Air rifles	Mod-rifle	0	F	4/8/16	LI/O	Special	2	1	by dart	-	2	Com	\$90
Blowgun	Prim-blwgn	0	F	4/8/16	LI/O	Special	1	1	by dart	+1	1	Com	\$25
Coffee can projector	Hvy-direct	+2	F	10/20/80	LI/O	d4w/d4+1w/d6+1w	2	1	1	-	8	Con	\$200
Compound bow	Prim-bow	0	F	50/100/250	LI/O	d4+2w/d6+2w/d4+1m	2	1	1	-	2	Com	\$250
Crossbow	Prim-crossbow	0	F	60/120/300	HL/O	d6+1w/d8+1w/d6m	1	1	1	-	2	Com	\$350
Harpoon gun	Hvy-direct	+1	F	60/120/300	HL/O	d8w/d8+3w/d8m	1	1	35	-	20	Con	\$1200
Pipe bomb	Athl-throw	+1	F	By STR	En/O	d4w/d4+2w/d6+2w	2	-	-	+1	1.5	Con	\$10+
Trash can mortar	Hvy-indirect	0	F	50/200/350	En/O	As dynamite bundle	1	1	5	-	5	Con	\$50
Zip gun	Mod-pistol	+1	F	2/6/12	HL/O	d4-1w/d6w/d4m	3	1	0.5	0	1	Con	\$200*

*See text for final pricing.

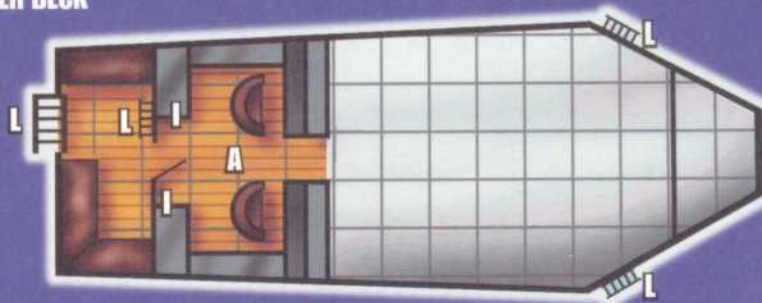
Weapon	Skill	Acc	Mode	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Nonlethal Weapons													
CS gas fogger	Hvy-direct	0	F	6/12/30	En/O	As tear gas	2	12	30	—	22	Con	\$100
HERF weapon	Hvy-direct	0	F	50/200/350	En/O	d4w/d4+2w/d6m*	3	6	20	—	4	Mil	\$300
Ketch-all pole	Melee-bludgeon	+1	—	Personal	L/O	Special	—	1	—	—	4	Com	\$120
Laser blinder	Mod-pistol	0	F	2/6/10	En/O	Special	3	6	10	—	2	Mil	\$1500
Liquid metal embrittler	Hvy-direct	-1	F	6/12/30	En/O	Special	2	6	20	—	8	Con	\$800
Net launcher	Hvy-direct	-1	F	2/4/8	L/O	Special	2	1	15	—	4	Con	\$450
Pepper spray	Mod-pistol	-1	F	1/2/4	En/O	Special	3	4	15	-2	<1	Com	\$30
Sticky foam sprayer	Hvy-direct	-1	F	6/12/30	L/O	Special	2	6	20	—	8	Con	\$200
Strobe light	Mod-pistol	0	F	2/6/10	En/O	d4-1s/d6s/d6+3s	2	6	3	-1	4	Com	\$300
Subsonic nauseator	Mod-rifle	0	F	2/6/10	En/O	d4-1s/d6s/d6+3s	2	3	3	—	4	Con	\$500
Superlubricant	Hvy-direct	-1	F	6/12/30	En/O	Special	2	6	20	—	8	Con	\$200
Taser	Mod-pistol	+1	F	2/6/12	En/O	d4-1s/d6s/d4w	3	1	5	-1	1	Com	\$55
Water cannon	Hvy-direct	0	F	5/20/100	L/O	d4s/d4+2w/d8w	3	—	—	—	100+	Con	\$2500

*Electronics only

Weapon	Skill	Acc	Range	Type	Damage (O/G/A)	Actions	Clip Size	Clip Cost	Hide	Mass	Avail	Cost
Melee Weapons												
Brass Knuckles	Unarmed-brawl	0	Personal	L/O	d4s/d4w/d4+1w	4	—	—	+4	1	Any	\$10
Butterfly knife	Melee-blade	0	Personal	L/O	d4w/d4w+1/d4+2w	4	—	—	+4	<1	Any	\$20
Chain	Melee-bludgeon	0	Personal	L/O	d4w/d6w/d6+2w	3	—	—	+2	1	Any	\$10
Chainsaw	Melee-powered	+1	Personal	L/O	d6+1w/d6+2w/d4m	1	6	—	—	6	Any	\$250
Cleaver	Melee-blade	+1	Personal	L/O	d4+1w/d4+3w/d4m	2	—	—	—	2	Any	\$25
Garrote	Melee-bludgeon	0	Personal	L/O	Special	1	—	—	+4	<1	Any	Varies
Hunting knife	Melee-blade	0	Personal	L/O	d4+1w/d4+2w/d4+3w	4	—	—	+3	1	Any	\$75
KGB umbrella drug injector	Melee	0	Personal	L/O	see Darts	2	1	by dart	+3	2	Mil	\$350*
Kukri*	Melee-blade	-1	Personal	L/O	d4w/d6w/d6+2w	4	—	—	+1	2	Any	\$50+
Metal baton	Melee-bludgeon	-1	Personal	L/O	d4+2s/d4+1w/d4+2w	3	—	—	+1	2	Any	\$30
Night stick	Melee-bludgeon	0	Personal	L/O	d4+1s/d4w/d4+1w	3	—	—	+1	1.5	Any	\$35
Nunchaku	Melee-bludgeon	0	Personal	L/O	d6s/d6+2s/d8+3s	3	—	—	+2	1	Any	\$20
Shiv	Melee-blade	0	Personal	L/O	d4w/d4w+1/d4+2w	4	—	—	+3	1	Com	N/A
Shock stick	Melee-powered	0	Personal	En/O	d4+1s/d4+3s/d6+4s	3	10	50	+2	2	Con	\$75
Sickle	Melee-blade	0	Personal	L/O	d4+1w/d4+2w/d4+3w	3	—	—	+1	1	Any	\$25
Spetsnaz entrenching tool	Melee-blade	0	Personal	L/O	d4w+1/d4w+2/d4+3w	3	—	—	+1	1	Any	\$65
Straight razor	Melee-blade	0	Personal	L/O	d4-1w/d4w/d4+1w	4	—	—	+4	—	Any	\$15
Stun prod	Melee-powered	+1	Personal	En/O	d4s/d4+2s/d6+3s	3	20	40	+1	2	Com	\$45
Switchblade	Melee-blade	0	Personal	L/O	d4w/d4w+1/d4+2w	4	—	—	+4	1	Any	\$15
Sword cane	Melee-blade	0	Personal	L/O	d4w/d4+1w/d4+2w	3	—	—	+3	2	Con	\$150
Three-section staff	Melee-bludgeon	0	Personal	L/O	d4+1s/d4+3s/d6w	3	—	—	+1	2	Any	\$25

*Weapon is balanced for throwing (use Athletics-throw skill).

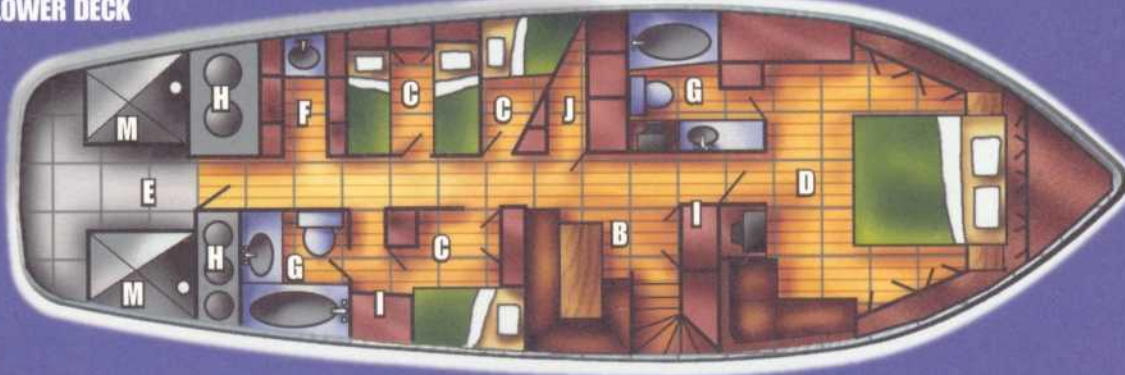
UPPER DECK



MAIN DECK



LOWER DECK



A. Wheelhouse
B. Salon
C. Berth
D. Master Bedroom

E. Engine Compartment
F. Galley
G. Head
H. Equipment

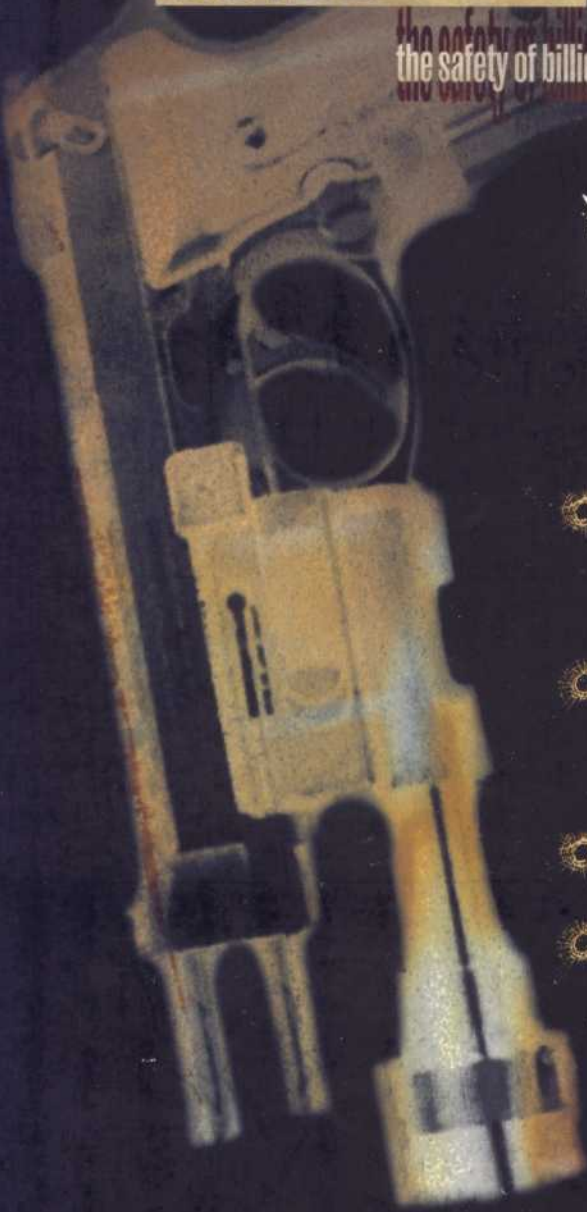
I. Gear Closet
J. Storage
K. Hatch
L. Ladder
M. Fuel Storage



Yacht

One Square = 1 m

ARMS & EQUIPMENT GUIDE



Everything you've heard about the conspiracies is true.

And the only thing standing between them and the safety of billions of unsuspecting people is you—and your bag of guns and gear.

In this book you'll discover everything you need to arm your hero against the darkness. You'll learn what the Hoffmann Institute is willing to give you, and what you have to buy on the street. The *Arms & Equipment Guide* includes:

- Equipment for every profession, including spy gear, tool kits, formal wear, and of course, enough guns, grenades, knives, nets, pepper spray, and sharp sticks to take down any opponent.
- Complete kits for the standard missions the Hoffmann Institute might assign you—and rules for requisitioning anything you think might give you an edge.
- A selection of vehicles for those hard-to-reach targets.
- What the enemy is carrying, the books he's reading, the arcane artifacts he's using—and all of the things he's let fall into your hands.

Complete game statistics are provided for all the weapons, armor, vehicles, and gear, ensuring that this book will be immediately useful in any modern-day ALTERNITY campaign.

ISBN 0-7869-1616-8



5 1899



EAN

9 780786 916160

U.S. \$18.99

CAN \$27.99

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-800-324-6496



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

Visit our website at www.wizards.com

ALTERNITY and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. DARK-MATTER and the "A" logo are trademarks owned by Wizards of the Coast, Inc. ©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.